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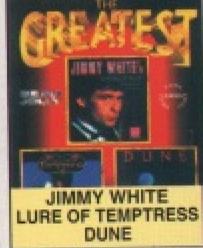
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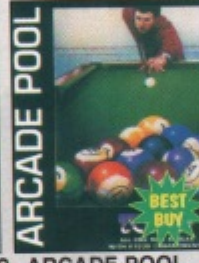




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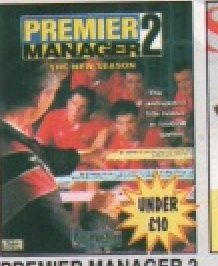
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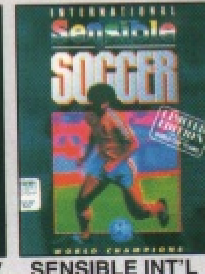
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1 MEG = requires 1 MB of RAM
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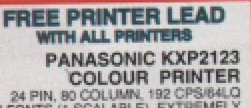
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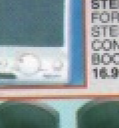
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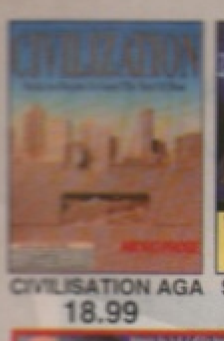
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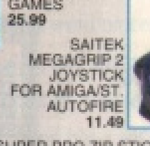
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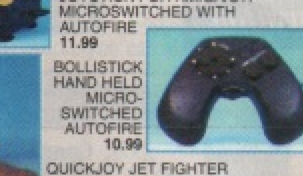
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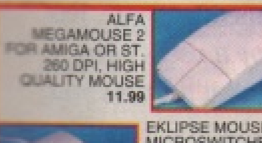
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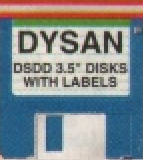
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Final Copy II (upgradable to Final Writer as your needs grow) and Final Writer are the only word processors that give you ***PerfectPrint***™ *- a unique printing advantage giving silky smooth Industry Standard Adobe™ Type 1 or Nimbus Q scalable outline fonts direct to* ***any*** *printer (even dot matrix and ink jet), in both landscape and portrait. Others use a restrictive and unnecessary jumble of different fonts with complex driver programs for outputting to various printers. The launch of Final Copy II introduced* ***FastDraw***™ *- a special set of structured drawing tools for constructing lines, borders, arrows, circles etc. directly on the page.*

Final Writer, extending innovation...

Now, as others are just starting to add similar features, saying they're 'revolutionary', Final Writer extends the innovation further with ***FastDraw Plus***™ *- adding even faster and more functional options, including a new rotate command. Final Writer Release 2 is again leading the way with the introduction of* ***TouchTools***™ *and* ***PowerUser Bar***™ *technologies. These features give the user a definable area at the top of each document window where up to eight "one-touch" button strips can be configured. Each strip contains easily customisable sets of functions giving instant access to all the major commands/features - with a simple click of the mouse! There is even a set of buttons allowing "one-touch" selections of font style and size plus variations including Plain,* ***Bold****, Italic and Underline!*
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Amiga Shopper... *"Final Writer is the closest thing to Microsoft Word to appear on the Amiga"* **Amiga Computing...** *Final Copy II voted "Best DTP Package"* **Amiga Shopper...** *"If ever there was a good reason to buy a hard drive for your Amiga, Final Writer* **is** *that reason - Amiga Word Processing has come of age with Final Writer"* **Amiga Format...** *Final Copy II is "The Best Word Publisher"* **Amiga Pro...** *"In comparison (to Wordworth 3), Final Writer 2 is slick, solid and reliable and... is a damn site more usable"* **Amiga User International...** *Final Writer is "a powerful program that produces excellent results"* **Amiga Computing...** *Final Writer is "easily the most configurable Amiga WP ever"* **CU Amiga...** *Final Writer is the "most powerful WP ever to grace the Amiga"* **Amiga Format...** *"I'd go for Final Writer over Wordworth (3) - Final Writer is a joy to use"*

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The Highest Accolades...



Final Copy II Release 2

Our word processors go beyond simply producing normal letters and documents, at which they naturally excel, and progress into a world where "how the whole document looks" is just as important as "what it says". Admittedly, this can be achieved with Desk Top Publishers - but they're not so easily used as word processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. *Final Copy II* offers the perfect balance between the two requirements... Ease and speed of use, with total control over the perfect printed presentation.

Complete control over how documents look, now *you* have it at your finger tips on your Amiga! Features include: **FastDraw**™ (on-screen drawing tools for use with the generation of borders, boxes and lines or arrows at any angle), Multiple Newspaper Style snaking columns, **PerfectPrint**™ (the unique ability to use **Post Script**™ outline fonts on absolutely any printer in either portrait or landscape) and Text Auto Flows around graphic objects and imported pictures (placed anywhere, scaled or cropped) with the highest print quality. Text can also be printed over graphics!

It's features like these that explain why there are some professional magazines, with 200+ pages, that are produced entirely with *Final Copy II*! Publishers, and many others, have quickly discovered that...

No other Amiga Word Processor in the same category, and at such a competitive price, has all the capabilities *Final Copy II* users have always taken for granted! Isn't it time for you to take a look too!

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ur Laurels...



NEW *Final Writer* Release 2

Final Writer was launched last year with the power user in mind. It is the Amiga's only Hard Drive compulsory word processor - neither performance nor features have been compromised to maintain compatibility with floppy drive only systems. As well as having a unique list of features for the author of longer documents and publications - automatic indexing, table of illustrations, table of contents and bibliography generation - *Final Writer* with its **TextBlocks™** was the first word processor to put a character (or group of characters) anywhere on the page, at any size and any angle. It offers a virtually unlimited ability for effects with graphics *and* text. Just like *Final Copy II*, *Final Writer* also includes **PerfectPrint™** and has a set of tools to create structured graphics with new **FastDraw Plus™** (now with additional functionality that includes new options like rotation). And... you can also access features unique to SoftWood with both the new **Touch Tools™** & **PowerUser Bar™** "one-touch" technologies. Simply 'clicking' a button, means you can define, change and save such things as the 'Paragraph Styles' (ie. Font, Font Size, Text Position, Bold, Italic, Underline etc.) and 'Layout Options' (left, right, centre or justified, bullets, line spacing, indents etc.). The options you have through single button selections are nothing less than remarkable! Indeed, one magazine heralded these as "the closest thing to Microsoft Word to appear on the Amiga"! Also uniquely, *Final Writer* can import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we supply a hundred free with the package) to *any* printer (>2mb system RAM required). And... if you own a PostScript printer *Final Writer* is the only word processor with a set of output options including scaling, crop marks, thumbnails, and half-toning. Combine features like ARexx/Macros and **Text Clips™**, with others new to *Final Writer*, including floating palettes and UNDO/ REDO (on text, formatting *and* graphics actions) - and you have... ***Final Writer Release 2.***
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We recently surveyed a sample group from of our tens of thousands of users asking for their opinions or comments about our software. The results were overwhelmingly positive with many users saying that *they regretted not buying Final Copy II or Final Writer much sooner!*

When we asked them why they hadn't, the most common answers were price and availability, combined with the fact that they often had another word processor they'd owned for some time - or had received free. They couldn't see the need to upgrade! Once they had however, and found just how much more easily and more productively they could work, and how much better the output could be from their own printer... *they couldn't believe what they'd been missing!*

When you can buy a brand new Amiga for under £300, it's obvious that software has got to be priced competitively. Even now though, some Amiga software vendors are raising their prices to counter faltering sales. Some even charge you, again and again, each time you call them for support! Our increasing sales mean we can now lower our prices to the best we've ever charged! Buying from SoftWood Direct ensures you get *the Best Possible Software at the Best Possible Price!*

But... don't just take our word for it; magazine reviews of Amiga word processors in the UK, and worldwide, have bestowed higher marks and more awards on *Final Copy II* and *Final Writer* than any others. We prefer not to say we're number one - the experts do it for us! Our packages have consistently been acclaimed for their "bullet-proof" reliability right from the day of launch. SoftWood software *works first time, every time!*

We listen to feedback from our users... and we act on it! We're so confident you'll be delighted with our programs, we now offer a no-risk chance to find out. SoftWood Direct's promise to you is that if you find we don't live up to any of our claims... *We'll give you your money back!* When you've decided you're completely happy, by simply returning your registration card you'll qualify for *free lifetime technical support.* And... Final Writer owners will also receive *50 additional outline fonts, completely free of charge;* Fonts that others may charge £££'s for.

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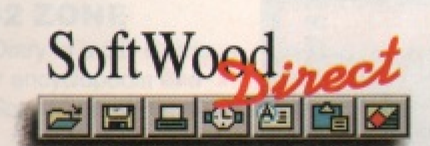
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OFF THE CUFF

EDITORIAL



What a month the Amiga has had. Still no news about Commodore, but the reaction amongst industry people I've spoken to remains very positive, hopefully we'll have the full details in time for the next issue. The month got off to a good start, but then an expected and very sad event took over. The father of the Amiga, Jay Miner, passed away on the 20th of June. A sad, sad day for all Amiga fans, we pay our tributes on page 18. Given his untimely departure it seems fitting that this month has actually been the busiest month for amazing new products. For starters we were invited down to Electronic Arts UK offices to check out their new version of *DPaint 5* – and it's pretty impressive – see page 112. Then came the hottest product of the month, the Zappo CD-ROM drive – amazing! And of course there's *LightWave*. On the games front it's been just as hectic. *On the Ball*, *Ishar 3* and *Putty Squad* have kept the team crowding around Tony's desk for the last couple of weeks. All this and the mega monster music feature, it's been a hectic, busy month. I hope you enjoy it.

Alan Dykes
Editor

AD INDEX

CU AMIGA

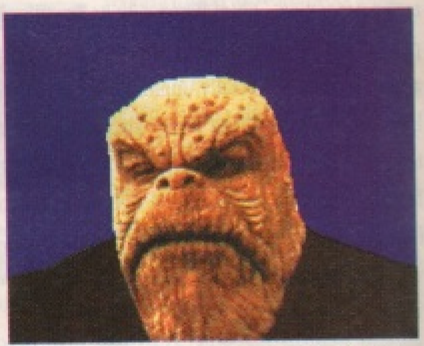
CONTENTS

GET SERIOUS

PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEWS PRODUCTIVITY REVIEWS

This month we've come over feeling all graphical. Not only do we exclusively reveal what's in-store with the next version of *DPaint, Version 5*, but we also check out the amazing *LightWave 3D* rendering software from NewTek and exclusively interview the President of NewTek! And of course there's a whole lot more.

If it's morphing you want, then check this out on page 102.



DPaint 5 exclusive preview – find out what EA have done to your favourite Amiga graphics package.



The first A1200 CD-ROM drive isn't from Commodore, but rather Zappo.

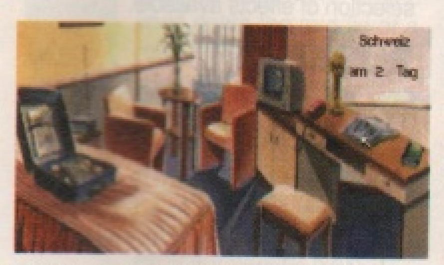
SCREEN SCENE

GAME REVIEWS

It's all happening this month! Not only do we have more football games than an over enthusiastic Sunday league team, but we've also got exclusive reviews of *Ishar 3* and *On The Ball*, followed close behind by part two of our full Games Compendium and System 3's rather splendid *Putty Squad*. What are you waiting for?



A walk on the wild side in *Ishar 3.*



Ascon are really *On The Ball* this month



We're on our way to Wembley !

REGULARS...

DISKS

We have two fantastic disks for you this month. Disk 88 is crammed full with *Art School, Craft II Turbo Plus* and some groovy little tunes from our resident mix master Tony Horgan. Disk 89 is a blinder as well with a CU AMIGA-exclusive demo of *Ishar 3.*

DISK 88 PAGE 8



And in a packed disk this month we have two complete packages! There's *Art School*, the perfect first art package, and *Craft II Turbo Plus*, to soup your programs beyond belief. Plus usual sound samples.

DISK 89 PAGE 15



We've been after it for a very long time, and now we've got it. Prepare to be amazed with this huge, fully-playable level of the astounding *Ishar 3.* Can you get to the time gate in, er, time?

NEXT ISSUE ON SALE 19 AUGUST

EDITOR: Alan 'Red face' Dykes **DEPUTY EDITOR** Lisa 'Don't say a word!' Collins **GAMES EDITOR** Tony 'I'm so so very happy' Dillon **TECHNICAL EDITOR** Andy 'it's not my fault it's the trains' Leaning **ASSISTANT TECHNICAL EDITOR** Tony 'Rave' Horgan **ART EDITOR** Costas 'I have a mountain bike' Michalia **DESIGNER** Helen 'The pictures won't fit' Danby **TECHNICAL CONSULTANT** John Kennedy **CONTRIBUTORS** Peter Lee, Andy Mitchell, Vampyra, André Digard. **FOREIGN CORRESPONDENTS:** Andrew Farrell, John Conoct **ADVERTISEMENT MANAGER** Maria Clarke **SALES EXECUTIVES** Chris Perera & Kiera Roche **AD PRODUCTION** Tina Gynn & Robin Ryan **GROUP ADVERTISEMENT MANAGER** Nigel Taylor **PUBLISHING DIRECTOR** Mike Frey
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COVERDISK 88

Have you ever wanted to just make a mess on the screen, without all the fuss? Now you can, with our brilliant *Art School* package. CU AMIGA takes you through this month's fantastic art package.

Art School is a paint package specially made for kids. It's not meant to be a rival to *Deluxe Paint* – instead the emphasis is on fun and simplicity.

The idea is that anyone who can use a mouse can paint a picture in a matter of seconds. Almost everything is controlled from the picture icons, so it could hardly be easier to use. See page 16 for loading instructions, then just dive in and you'll see what just what we mean.

Here's a guide to the icons for when you get stuck.

THE MAIN STRIP

All of the most important icons are found on the vertical strip running down the side of the screen. This is what each one does.

PENCIL

This selects the normal drawing mode, and is set when you first load *Art School*. Holding down the left mouse button, whilst moving the mouse around the screen, will draw a continuous line in the currently selected colour.

LINE

Click this to enter line mode. Now when you hold down the left mouse button, you set the start point for a line. Move the mouse to where you want the line to end, and release the mouse button.

SQUARE

Believe it or not, the icon marked with a square is used for drawing squares. To use it hold down the left mouse button to define the first corner of the box, and drag the mouse in any direction to set the dimensions.

CIRCLE

And here we have the circle icon. Hold the left mouse button, and drag the mouse to any point on the screen to draw a circle or ellipse.

LIGHTBULB

The lightbulb switches the bottom icon strip from the palette to a selection of special drawing effects. See the section on Special Effects for more information on the selection of effects available.

RUBBER



This is the rubber icon. To rub out anything, you need to select this, and then select the background colour from the palette. Otherwise, this acts as a big square brush, drawing in the currently selected colour.

SCISSORS

Click on the scissors, and you can cut out any section of the picture, and paste infinite copies of it around the screen. Hold down the left mouse button and drag out a rectangle to define the area you want to cut.

FACE

This brings up a selection of pre-loaded clip art along the bottom icon strip. There are more clips than can be shown on screen at once. Clicking the -> icon at the bottom right corner of the screen will bring on the next set of clip art brushes. There are nine of these sets.

Clicking the arrow in the bottom left corner will take you back through the brushes.

To use any of these in your picture, click on the required brush, and then paste it down on the picture with the left mouse button.

BUCKET

The bucket icon fills the selected area with a colour or pattern. You can select your colour from the palette in the usual way (see Colour Selection), or use one of the built-in fill patterns. These patterns can also be selected by clicking the left and right arrow icons that appear in the bottom-left corner of the screen when the fill icon is activated.

Click on the area of the screen you wish to fill. The fill tool will automatically stop whenever it encounters a change in colour.

CROSS

Mistakes can be corrected with this, the undo icon. It reverts the picture to its state immediately before your last move.

COLOUR SELECTION

The current "ink" colour is selected by clicking on any of the squares in the palette strip along the bottom of the screen. The multicoloured square at the far right end of the palette is the "rainbow" colour. A rainbow is a graduation of smoothly fading colours that run in horizontal bands across the screen — also known as a copper list. These can be useful for simulating sunsets or night skies, or just for brightening up your pictures. If you select the rainbow, and draw a line from the top of the screen to the bottom, you'll notice that the colour of the line gradually changes from one end to the other.

If you have the lightbulb icon selected, the palette disappears to make way for the effects. Holding the right mouse button brings the palette back into view, allowing you to change the colour once again.

LOADING AND SAVING

Art School is not hard drive compatible. We recommend that you do not attempt to install it on your hard drive, or use it to load or save files to the hard drive.

Saving a picture you have already created is a simple matter. Insert a pre-formatted disk into the internal drive, and select Save Picture from the Project pulldown menu. Click on the Disks button, and then click DF0. Click the pointer in the File box and type in the name your want to call your picture, using no punctuation or spaces. Press Return and your picture will be saved to the disk.

To load a picture, insert the disk with your required picture into the internal drive and Select Load Picture from the Project menu. Click



on the Disks button, then click on the name of the picture you want to load. Finally click the Load button.

SPECIAL EFFECTS

All of these effects are accessed by first clicking the lightbulb from the main vertical icon strip.

BIN



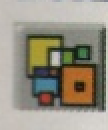
The bin clears the screen. You can bring it back with the undo icon (the cross just above the bin) so long as you don't select any other function in between completing this operation.

DOTS



This is a kind of airbrush effect that paints with random-sized circles around the mouse pointer.

BOXES



The boxes work just like the dots, but instead of spraying circles, this sprays little rectangles.

UPDOWN



Up and Down mode varies the vertical position of the pen randomly. It does this while you control the horizontal position.

LEFTRIGHT



This works just like up and down, but the random element is in the horizontal axis this time.

ORBITAL



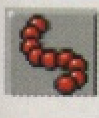
Orbital drawing is a funny one. It moves the pen in a circular motion around the pointer position. If you keep the pointer still, it will draw a circle. If you move it around, you get a kind of drunkard effect.

SPINNER



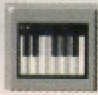
Tri-spinner draws a series of triangles rotated at different angles, all centred around the pointer.

WORM

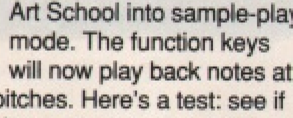


Wacky worm draws a snake behind the pointer, with some cute little circles that follow the mouse with a slight delay.

SAMPLE



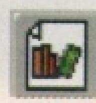
The piano keyboard puts Art School into sample-play mode. The function keys will now play back notes at different pitches. Here's a test: see if you can play a tune – it's not easy!



PICTURES

The next six icons bring up pre-programmed pictures. Click on the cameo representation, and the full-screen version will be drawn.

BOOK



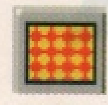
The book mode is not active in this version of *Art School*.

RAINBOW



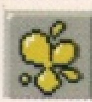
Each time you click the rainbow icon, the colours in the rainbow are changed. You will see the changes if you have something drawn in the rainbow colour on screen.

TILE



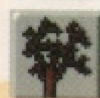
Tile mode gives you a small box, which you can position anywhere on the screen when you click the left mouse button.

SPLAT



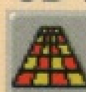
The splatter brush is a bit like a *DeluxePaint* anim brush. By slowly moving the mouse over a small area, you get a progressively larger trail of splats.

FRACTAL



This draws a fractal-generated tree, sprouting from the point of the mouse.

3D FLOOR



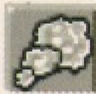
Select the 3D floor icon and move the mouse around the picture. You'll get a different perspective on the floor depending on the mouse position.

GHOST



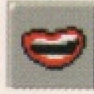
Ghost pen mode is a two point symmetry effect. The mirror image of what you draw appears either above or below the actual pen position.

SMOKE



Works the same as the splats, but draws cute little puffs of smoke.

TALKING



After clicking this icon, the computer will speak the names of the keys when you press them.

TEXT



Allows you to enter text from the keyboard directly onto your picture.

LIGHT



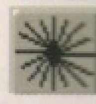
If you want to change parts of the picture to a seemingly random colour, click this icon and then simply draw over the screen.

SPRAY



For a graffiti or airbrush kind of effect, use this lovely little icon.

RADIAL



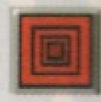
Radial lines are great fun, and look a bit like lasers.

DOTTED



Want to draw some dotted lines down the middle of a road? This icon is the just the thing you need.

GROW SQUARE



Growing squares that emanate from the pointer position can be used to simulate time tunnels.

GROW CIRCLE



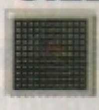
Growing circles that emanate from the pointer position can also be used to simulate time tunnels — but with round walls this time.

INVERT



Inverting the palette is achieved with this icon. Basically, it changes the colours beneath the defined area to their exact opposites.

GRID



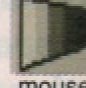
The grid icon covers the screen in a fine mesh.

ZOOM



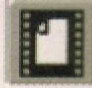
You can zoom into the top left corner of the screen by clicking the magnifying glass. This allows you to see your paintings in more detail and to focus in on to add some finishing touches.

WRAP



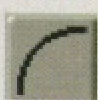
This clever feature allows you to squeeze the screen horizontally. Move the mouse left and right until you get the desired squash-factor.

SLIDE



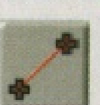
This icon covers the slide show option of *Art School*. This comprehensive part of the program will be covered in more detail next issue.

CURVE



Curve mode lets you draw smooth curved lines between two points.

MAGNA



Magnadraw is a bit like the circle-draw function, but instead it draws lines between the pen and a second point that simply floats around the pointer.

FRACTAL



Fractal patterns can be drawn by simply clicking the fractal icon. The type of fractal pattern can be altered with the Set Fractal option from the Supervisor pulldown menu. We will go into this in more detail next month.

MUSIC



The music player is not readily available in this version of the program.

TURTLE



This allows you to control an external turtle robot. We'll cover this feature in detail in a forthcoming issue of CU AMIGA.

RUB THROUGH



Rub through mode lets you rub through to the spare screen, as if the spare screen was hidden by the current picture. To jump between the spare and main screen, simply press the S key.

COMB1



This gives a wide brush for drawing thicker lines.

COMB2



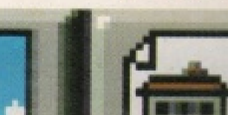
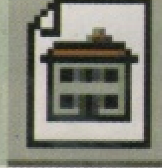
This is just like the previous option, but it draws with a few colours at once.

SHRINK



Shrink screen mode puts a small copy of the picture into the top left corner of the screen.

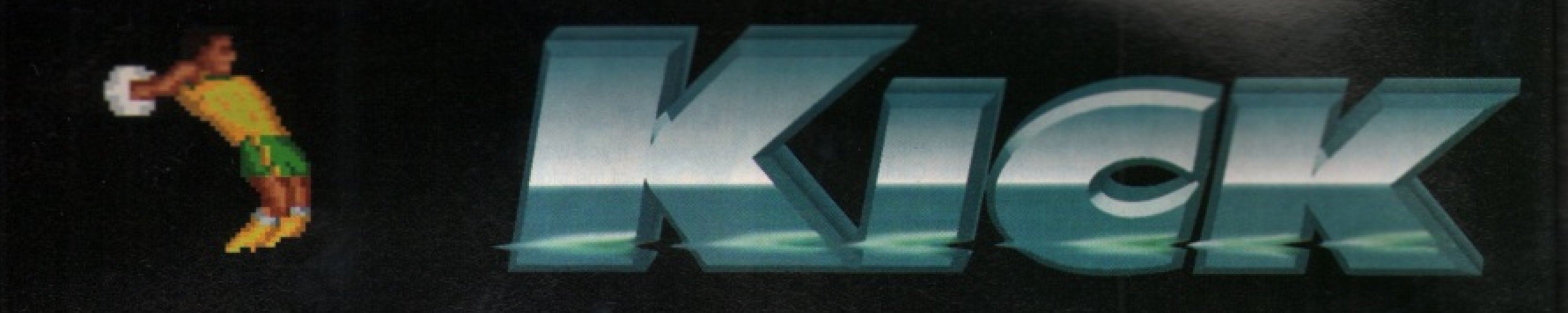





NEXT MONTH

There's not enough space here to cover all of *Art School's* many features. Next month we'll go into more depth, and explain the menu options and the more complex icons.



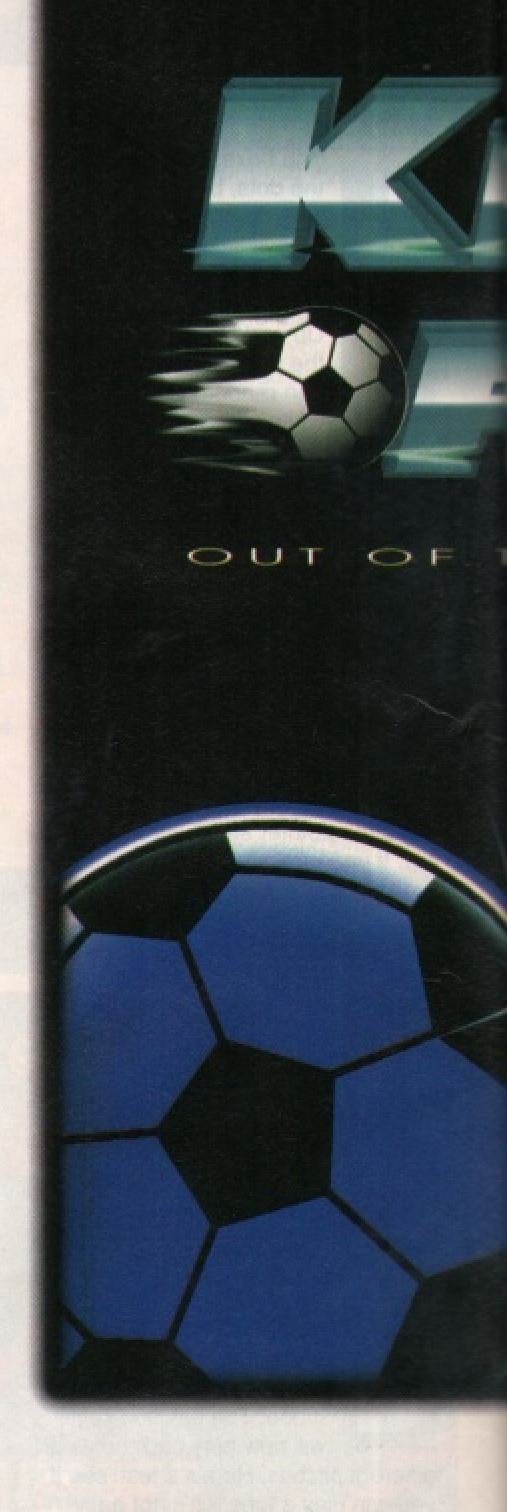
you know it's...

International action at its dazzling best. The atmosphere is electric as the stage is set for the World's best players to display their awesome skills. **KICK OFF 3** is a game for the true soccer fan. Top footballing Nations from 5 continents battle for soccer's biggest prize - The World Cup. Thrill to the **one touch football** of the South Americans, the **power play** of the North Europeans and the skillful yet eccentric African nations. Stamp your authority on the match using the key players within the team. Each country has its own style play dependent on the way these players are used. Be sure to play to your team's strengths. Use



AMIGA

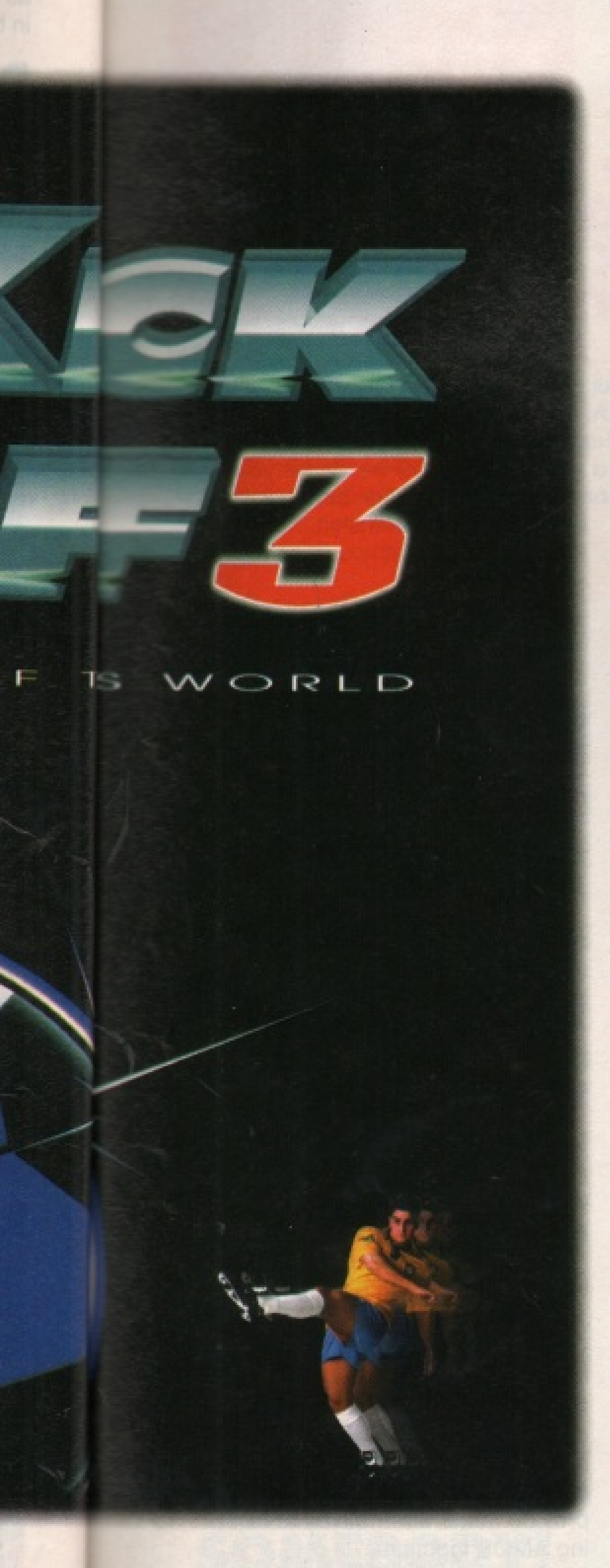
PC COMPATIBLES



CD32 PC & COMPATIBLES PC CD ROM







the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.


PC COMPATIBLES

KICK OFF 3 is packed full of dynamic features that set it apart from any other football game.

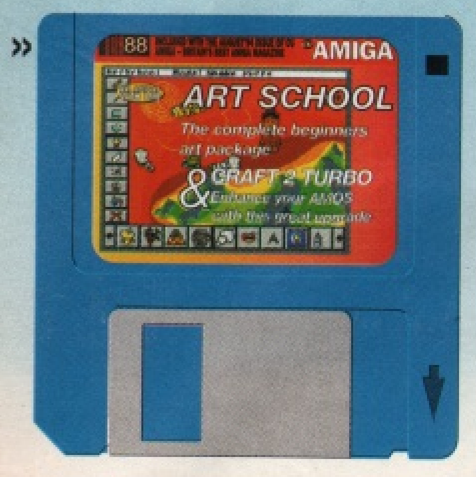
Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playabilty for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.



AMIGA 500/600/1200



Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422



COVERDISK 88

It's here the AMOS extension you've been waiting for. On this month's coverdisk, you'll find *Craft 2*. With this turbo utility you can turbo charge your programs and create stunning new graphics.

TO USE THE CRAFT PROGRAM ON THIS DISK YOU WILL NEED EITHER AMOS OR AMOS PRO.

AMOS was given away on the April 1993 issue of CU AMIGA. If you missed this you can get AMOS from Europress Software on 0625 858888.

If you are new to AMOS we advise you to experiment and learn AMOS first before trying to use this AMOS extension.

If you're one of the thousands and thousands of AMOS users, you'll find the second program on disk 88 valuable and useful.

Craft 2 is a powerful and flexible extension to AMOS, giving you over 130 new fast commands.

With these you will be able to create much faster graphics, with speed improvements of up to five times faster than normal AMOS programs, generate stunning 3D graphics, display interrupt driven starfields, and easily manipulate 3D objects.

Plus, many other commands and features that enable you to create more impressive and faster programs and do so more easily than previously possible with AMOS.

To start using *Craft* follow the loading instructions given on page 16 and in the panel 'INSTALLING CRAFT 2' on page 13, and then load AMOS.

You can now program just as you normally would in AMOS but you now have a vast range of new commands, whilst other commands provide faster alternatives to existing AMOS functions.

Over the next few months CU AMIGA will be running comprehensive tutorials of these new commands. Starting with this issue we'll run through some of the new and replacement graphical commands. The remaining commands will be explained over the next couple of months, to be followed by tutorials and sample programs.

AMIGA
All Models

CRAFT - FUTURE TUTORIALS

Over the next few months we'll be bringing you the complete run down of *Craft* commands, and then complete tutorials to help you get the most out of this power packed Amos extension. Here's a run down of what will be covered when:

August : New and replacement graphics commands and 3D object functions.

September: Sprite and star field functions, with tutorials on these and the 3D object commands covered in August.

October: Icons, scrolling and miscellaneous commands, with tutorials.

November: Zone functions, and remaining facilities.

IMPROVED GRAPHICS COMMANDS

The following are all faster, more efficient replacement functions of existing AMOS commands.

F PLOT x,y, colour
Plot a point of colour on the current screen at coordinates x,y in the given colour.

=F POINT (x,y)
Returns the colour register of the pixel at the given screen position.

R MOVE dx,dy
Relative move of the graphics cursor. The same as Gr Locate.

R DRAW dx,dy
Draw a line relative to the graphics cursor. Same as Gr Locate and Draw To in AMOS.

R BOX dx,dy
Draw a box relative to the graphics cursor. The same function as Box.

R BAR dx,dy
Draw a bar relative to the graphics cursor, based on the BAR command.

HELP I NEED SOMEBODY!

Stuck? Installation confusing you? Can't figure out a command?

Don't worry, help is at hand for all your *Craft* problems.

Black Legend, publishers of *Craft 2*, have set up a helpline just for you.

If you have any problems with the *Craft 2* extension simply call the following number: 081-478 0097.

F DRAW x,y
This command does the same thing as Draw To X,Y, replacement for the Draw command.

F DRAW x,y to x1,y1
Does the same thing as Draw X,Y to X1,Y1, again based on the Draw x,y To x1,y1 facility.

F CIRCLE x,y, radius,colour
Draw a circle at the given screen position, with the given radius and colour. This is approximately 550% faster than the original AMOS Basic version. Not bad.

SOME NEW COMMANDS

Blit Clear x
Clears bit planes, if x<0 all bitplanes of a screen will be cleared, >0 clears bitplane x.

The following are new commands for 3D graphics.

Line 3d x,y,z to x1,y1,z1
Will draw a line from first coordinates to second coordinates in 3D space.

Eye 3D x,y
Changes the location of the vanishing point for Line 3D.

The remaining new commands are Vector graphics commands. A vector is a collection of connected lines drawn rapidly at machine language speeds. You can draw them anywhere on screen.

Objects are defined as a series of draw and move commands, but before defining the object you need to tell the system how many objects are needed. This is done with:

Object Limit x
Before manipulating 3D objects, you need to allocate memory. This command sets the amount of 3D objects that can be used.

Reserve Object object, count
Reserves public memory (count * 6 bytes) for object OBJECT.

Next you define the objects themselves. These definition commands must be ended with the Define Spot command.

Define Draw object, element to x,y
Defines vector ELEMENT in object OBJECT as a draw instruction with x and y as the coordinates.

Define Move object, element to x,y
Defines vector ELEMENT in object OBJECT as a move instruction with x and y as coordinates.

Define Attr object, element to colour, drawmode
Define the element ELEMENT in object OBJECT as an attribute instruction, this allows you to set the colour and drawing mode. Normally this function is the first instruction on your object definition.

Define Stop object,element
Signals that this is the last element in an object definition.

You can add further elements later (remember to increase the amount of memory reserved) by inserting further Define Move, Draw or Attr before the Define Stop.

Next, to display, magnify, cancel and store the objects the following commands are now also available in *Craft 2*:

Object Draw object
Draws the object OBJECT on the current screen.

R Object Draw object,x,y
Draws the object OBJECT relative to the x and y coordinates.

Object Mag Draw object, mul
Magnifies or reduces the size of the object by multiplying or dividing the object coordinates with factor MUL (positive magnifies, negative reduces) and then draws it.

R Object Mag Draw object,x,y,mul
A combination of the above two commands, magnifying or reducing the object and then drawing it relative.

Object Erase object
Erases the object OBJECT instructions from memory, and frees up the allocated memory. If OBJECT is negative all objects are cleared.

Object Save "name", start to end
Saves all defined objects from start to end into the disk file 'NAME'. File names longer than 80 characters are not catered for, and undefined objects are skipped over until the END object number is reached.

Object Load "name", start
Loads the object file 'name' and inserts in from start object on. It also checks that the file loaded is an object file first - by looking for 'OBJE' at the start of the file. And that's it for this month. Next month we'll look at interrupt startfields, spite handling amongst others. CU

HOW TO INSTALL CRAFT

INSTALLING CRAFT 2

To fit both *Craft, Art School* and further sound samples on disk 88 we have compressed *Craft* and *Art School*. To use Craft you will first need to uncompress these files, to do this follow the simple procedure on page 17 of this issue.

Once you have a working *Craft* disk you will then need to install the Craft Amos extension on to your Amos disk. Follow the following simple instructions.

FOR AMOS 1.3 USERS

1. First copy the file 'AMOS_TURBO_PLUS.LIB' from the new disk to your AMOS_SYSTEM drawer. This file is in the drawer AMOS1_3/AMOS_SYSTEM on the disk.

1. To copy the file type in the following line:
COPY yyy:AMOS1_3/AMOS_SYSTEM/AMOS_TURBO_PLUS.LIB TO xxx:AMOS_SYSTEM
yyy being the name of your uncompressed Craft disk, xxx being the name of your AMOS disk.

2. If you can't fit the AMOS_TURBO_PLUS.LIB file on your AMOS disk copy the file config1_3.AMOS to another disk to make space - but keep it handy as you will need it in a minute.

3. Once you've copied the file over, load and run AMOS.

4. From within AMOS load and run the 'CONFIG1_3.AMOS' program.

5. Select 'LOAD DEFAULT CONFIGURATION' from the 'DISC' menu.

6. Click on 'LOADED EXTENSIONS' from the 'SET' menu.

7. Click line 12 of the displayed list and type in:-
'AMOS_SYSTEM/AMOS_TURBO_PLUS.LIB' and press ENTER.

8. Click on the 'QUIT' icon, displayed on the left hand side of the screen.

9. Select 'SAVE CONFIGURATION' from the 'DISC' menu.

10. Now make the same changes to the 'AMOS1_3_NTSC.ENC' and 'RAMOS1_3.ENV' files following the above procedure from step 5, but change this line from 'LOAD DEFAULT CONFIGURATION' to 'LOAD OTHER CONFIGUATION'.

Once you've done this select 'QUIT'.

FOR AMOS PRO USERS

Copy the file 'AMOSPro_TURBO_PLUS.LIB' into the APSYSTEM drawer, using similar commands to above, although obviously changing them to reflect the different file names and drawers.

Follow stages from 3 to 9 above, again changing the file names where needed, in this case, step 7 becomes 'AMOSPro_TURBO_PLUS.lib'.

WORLD CUP YEAR 94

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GOAL!
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STRIKER

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PACK CONTAINS: FREE WORLD CUP YEAR '94 WALL CHART in conjunction with SHOOT MAGAZINE

SENSIBLE SOCCER

"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway!? - *PC Home*

"Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - *Amiga Power*

GOAL!

"Fast - Frantic and a good alternative to Sensible Soccer". - *PC Review*

"Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - *The One*

STRIKER

"A great and very playable football game" - *PC Review*

"It's a stunning debut, and all Striker is missing is the half time oranges" - *CU Amiga*

CHAMPIONSHIP MANAGER 93/94

"The attention to detail is excellent and the number of features too numerous to mention..." - *Amiga Format*

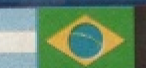
"The most addictive management game available. It's still the best" - *PC Zone*

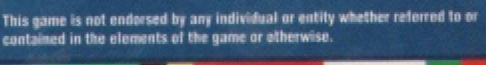
THIS INVINCIBLE COLLECTION OF FOUR NO.1 CHART TOPPERS CANNOT BE RIVALLED!

AVAILABLE FOR IBM PC & AMIGA

This game is not endorsed by any individual or entity whether referred to or contained in the elements of the game or otherwise.







empire
SOFTWARE



COVERDISK 89

Take part in *Ishar 3*, the incredible Role Playing Game on this month's CU AMIGA coverdisk 89.

ISHAR 3



Hidden in the woods you'll find this wizard and his army. Can you placate him?

If you asked most Amiga owners what was one of the most awaited games of this year, you would probably find that *Ishar 3* would rank somewhere near the top. Silmarils have already released two of the *Ishar* series to a great reception, and now they are ready to set the third and final part of the trilogy onto the world. What's more, it's even better than the last two, and if you don't believe me, then why not check out the review in this very issue.

FIRST LOOK

Even better, why don't you boot up the exclusive cover demo this month and go for a walk in the woods! To set the scene, the evil wizard Shandar didn't die at the end of the last game, and has in fact somehow managed to free his mind to wander the world until he finds a body to suit his purposes. For some strange reason, he has settled upon the body of the last great dragon, Wohratax, and this is where you have to step in and stop him. The changeover of minds can only happen at a certain point in time, so you need to travel backwards and forwards through time until you find the great dragon in a vulnerable position and kill it to foil Shandar.

The level of the game we have supplied you with is a piece of woodland some time in the past, where you need to make contact with a wizard in a house, who will open one of the timegates for you, allowing you to progress through the game. Those of you who have already played the *Ishar* series of games will already know how to use the simple and intuitive control method, but believe it or not, there are actually people who don't know how to use the classic icon controls, so just for them, here is a rundown of how to actually control our demo.

BOTTOM ICONS

We'll start by looking along the bottom of the screen. You'll notice the five faces of the five characters in your party, with their names at the bottom of their portrait and four small icons above. If you click on any one of the names, a full screen inventory will appear showing you everything they have in their possession, along with any money they may be carrying, the weapons they have in their hands and the clothes or armour they are wearing. To move anything around in the backpacks or change weapons, all you need to do is click on the item you want to move with the left mouse button.

You'll see that item 'lift' from its position and stick to the mouse pointer. Now you can just move it to the place where you would like to place it, and click with the mouse button again.

Now click on 'Exit' (in the bottom right corner of the window) to go back to the game screen.

PORTRAITS

The four icons along the top of each character's portrait change the window where the portrait is, and give you instant information about what the character is carrying, any spells they can do or their health and strength levels. The only different one is the one marked 'Act', which brings up a further four icons which let that player (from left to right), accept a player to the party, send them away, kill them or perform first aid on them. They won't always follow such a direct order, however, as all the characters in the game have their own opinions, and will sometimes go against you quite happily.

Moving to the left of the screen, you'll see two main square windows. The top one is the movement control, and allows you to move one step forward, backward, left or right. The two arrows on either side of the top arrow let you rotate through 90 degrees at a time through both directions. Below this window are the combat icons, these merely show you which characters are in a position to fight, and the weapons they are using. To fight, just stand in front of someone and click on any of the five windows to swing the weapon. The button will go dark, as the character regains the strength for another swing – and this can be some time if the weapon is heavy and the character is weak – and will then 'pop out' again when the character is ready.

That's all you need to know to get in there and start searching. Good.



Ishar 3 has far more animals and machines than the previous two games.



HOW TO LOAD YOUR CU AMIGA COVERDISKS







HOW TO LOAD COVERDISK 88

Coverdisk 88 has three main parts: *Art School*, *Craft 2* and an *OctaMED* music module. *Art School* and *Craft 2* must be expanded onto separate disks before you can use them. To hear the music module and use the samples, you'll need to load it into *OctaMED*. See the panel marked "*OctaMED Module*" on this page.

DECOMPRESSING THE DISK. WRITE PROTECT YOUR COVERDISK!

Before you do anything, make sure the write protect tab on the disk is in the open position, so that you can see through the hole.

You'll need two spare disks. They need not be formatted.

1. Insert the disk into the internal drive, and turn on the Amiga.
2. Double click on the icon marked CU #88.
3. Double click on the icon marked *Art School*.
4. When prompted, insert the first of your two spare disks (which should be write enabled), and press RETURN.
5. Replace Coverdisk 88 when prompted.
6. Mark your first spare disk "*Art School*."
7. Double click the icon marked "*Craft 2*."
8. Insert your second spare disk when prompted (this must also be write enabled), and press RETURN.
9. Replace coverdisk 88 when prompted.

Art School can be loaded directly from the decompressed disk, or through *Workbench*.

Double click the *Art School* disk icon, then double click the *Art School* program icon.

For *Craft 2* installation instructions, see page 12.

DISK VIRUSES

We try to ensure that all our coverdisks are completely free of viruses. We always have the most advanced virus checkers available when the disk is compiled and every program goes through rigorous testing on all relevant Amigas. However, we cannot accept any responsibility for possible damage incurred by viruses or faulty disks which have escaped our attention.

OCTAMED MODULE

The *OctaMED* module can be loaded into *OctaMED* in the normal way. The module is called *Tone'sTune*, and we reckon it's a bit of a cracker. As you might have guessed from the name, it was written by our resident musical expert, top DJ and all-round nice guy Tony Horgan. If you think you can do better, and you'd like to have a tune on a future CU AMIGA coverdisk, send your modules to: Coverdisk Choons, CU Amiga, 30-32 Farringdon Lane, London EC1R 3AU.

HOW TO LOAD COVERDISK 89

You've already read about *Ishar 3* earlier in the issue. Now here's your chance to play the demo. Loading your *Ishar 3* playable demo could only be made easier if the disk removed itself from the plastic package and loaded itself for you! All you need to do is follow these three easy steps:

1) Turn off your machine for at least 15 seconds. This is to ensure that you don't encounter any nasty viruses when you start to boot up.

2) Insert the disk in the internal drive and switch the machine on. The game will then boot up and load automatically.

3) That's it, really. OK, so there were only two steps.

But we told you it was easy.

IF YOUR DISK WON'T LOAD

If your coverdisk doesn't seem to work as it should, then follow this simple guide. Firstly, remove all unnecessary peripherals, such as printers, modems etc. Follow the instructions on these pages to the letter, and if, after that, you find that the disk still doesn't work, call the DiskXpress helpline on: 0451 861131 between the hours of 10am and 5pm from Monday to Friday.

If they advise you that the disk is faulty, fill in your details in the form below, and send this form, along with the disk and a 28p stamped self/addressed envelope to the following address:

CU AMIGA DISK RETURNS, DISKXPRESS, UNIT 3, OLD COALYARD FARM, NORTHLEACH, GLOUCESTERSHIRE GL54 3EP.

NAME ....

ADDRESS ....

....

TYPE OF AMIGA OWNED ....

DISK NUMBER ....

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK ....

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What's won more trophies than Brazil?

FIFA International Soccer scores big on both sides of the Atlantic. Winner of seven major software awards worldwide, there's more silverware in the EA SPORTS cabinet thanks to FIFA than any other EA SPORTS classic.

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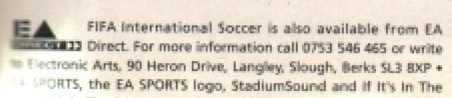
Now out on PC and Amiga













CU NEWS



The Amiga 500: the best selling model of Jay Miner's dream.

JAY MINER R.I.P

On June 20, 1994, Jay Miner, the father of the Amiga, passed away. Jay Miner, was one of the key people responsible for the Amiga and without doubt was the major figure behind Amiga technology. Without his involvement you wouldn't have an Amiga, and possibly neither, for that matter, a copy of CU AMIGA, at least not in its current form.

It is largely only due to the remarkable foresight and skill of Jay Miner that the original Amiga is still a leading computer in the 1990s, despite being nearly 10 years old.

He invested his own money into the original company developing his vision. Prior to starting work on the Amiga, Jay worked for Commodore arch rival Atari and developed many of their early games consoles. It was at Atari that he had the first ideas for what later became the Amiga. But Atari didn't want to know and so he moved on. He got together with several other developers and set up a company called Hi Toro, this was later changed to Amiga. Some time later Atari tried unsuccessfully to buy back Jay and his team, but Commodore came in at the last minute with a better offer – the future of Commodore and Atari is, as they say, history.

At Hi Toro/Amiga, later Commodore Amiga, Inc. Jay developed his vision, the original idea being a 16-bit games computer that could be expanded into a full computer – revolutionary at the time. Jay came up with the original concept, and also developed the Agnus chip. He worked with Carl Sassenrath, Dale Luck, and RJ Mical on the Amiga and the final product that shipped was simply unmatchable at the time, indeed it's only today – almost 10 years later that other systems are starting to catch up.

Even though Jay Miner's involvement with the Amiga development officially stopped shortly after the original Amiga 1000 shipped, he continued to be closely involved with the Amiga. He could regularly be found talking to developers and end users, ran his own Amiga bulletin board and also unofficially liaised with Commodore up until fairly recently on future concepts.

The creator of the Amiga passed away at the El Camino Hospital in Mountain View, America. The actual cause of death was heart failure, resulting from kidney infection complications, from which he'd been suffering for some time.

The CU AMIGA team, along with everyone else in the Amiga market we're sure, will sadly miss Jay Miner, and long remember him.

CU AMIGA gratefully acknowledges the help of Andrew Farrell, Editor of *Australian Amiga Review*, in compiling the above. Jay Miner R.I.P.

COMMODORE LATEST NEWS

Negotiations regarding the future of the Amiga are now practically finished. Samsung, and up to four other companies, have now put in their final bids to the Bahamas courts. These courts will be sitting to decide the fate of Commodore on July 15th, it is unlikely any further information will be forthcoming before this point.

Contrary to rumours no deals have yet been made, or for that matter have some bidders pulled out of negotiations – all are waiting on the decision of the Bahamas courts.

What isn't in any doubt however is the commitment of Amiga hardware and software developers and loyal users especially in the UK but also around the world. In a straw poll CU AMIGA carried out of developers 94 percent of them said they would be continuing their support, even in the unlikely event of the Amiga not being sold anymore. Those contacted included GVP, Scala, Amitek, Power Computing, SoftLogik, SoftWood, NewTek, Millennium, and Team 17.

BLOBBY GRAPHICS

Exclusive news reached us this issue just in time to be included on these pages. Mr. Blobby is to star in his own computer game! Yes, the large pink bloke with the little yellow spots who has somehow made a career out of falling over and gibbering inanely has granted Millennium the rights to digitise his persona and include him in a wacky platform game! Details are quite tight at the moment, as the ink is still wet on the contract, but rest assured that the moment we have any screenshots, we'll be printing them in glorious technicolour. Also, look out next month for an in-depth interview with the great man himself and the chance to appear on Noel's House Party every Saturday for a year!* Call Millennium on 0223 844894 for more.

***This last bit probably isn't true.**

WORDWORTH UPGRADED

Digita have shipped another upgrade to their *WordWorth 3* word processor. *Version 3.0b* is now available.

The latest version now includes smarter installation, an extended help section and faster screen redraws. The new version also corrects compatibility problems with earlier versions of the program if, for example, different fonts were used between versions.

Wordworth 3.0b is available from Digita on 0395 270273.

UPGRADE WITH BLITTERSOFT

Blittersoft are now selling the official Commodore upgrade of the Amiga operating system (OS) as *version 3.1*. This is the same version of the OS as found in the A4000-T (reviewed this issue) and CD32.

Amongst the many improvements in *3.1* over *3.0* (as found on the A1200 and normal A4000) are faster operation, support for CD-ROM drives, and various internal enhancements and bug fixes.

The upgrades from Blittersoft include the ROMs, full manuals and *3.1* disks.

Prices start at £84.95 for the A500, A1500 and A2000.

For full details contact Blittersoft on 0908 220196.

ROMBO DELIGHTS

Rombo, manufacturers of the hugely popular Vidi range of Amiga digitisers have revealed to CU AMIGA that they are planning a series of major developments, expansions to their A1200 VideoRT colour digitiser and a new big box Vidi system.

Firstly, is an update of the software, to *Version 2*. The new version will be shipped with the digitiser from early July, amongst the many new features it includes HAM8 preview on AGA Amigas.

Rombo have also revealed to CU AMIGA that they will also be shipping a TV tuner to work in conjunction with the Vidi-Amiga RT system, again in July. This unit will allow you to watch TV on your Amiga monitor and switch between the TV display and normal Amiga output. The unit, which Rombo told CU AMIGA will be called the Video-AmigaTV tuner, provides composite video and sound. Full control of the tuner is through Vidi-AmigaRT software and a separate program.

Rombo have also revealed they are working on a Nicam stereo decoder, Fastext decode and a digital genlock, and a version of Video for big box Amigas. Again, all for use with the Vidi-AmigaRT system.

Colin Faulkner of Rombo told CU AMIGA: "Our next project is an internal A2000/3000/4000 Vidi-AmigaRT24, complete with all the new bells and whistles."

Rombo are on 0506 466601.

GAMES CHART

The Amiga Top 10 Games Charts compiled by HMV.

→ 1 Kick Off 3
→ 2 Sensible Soccer International
→ 3 World Cup Year 94
→ 4 Beneath A Steel Sky
→ 5 Arcade Pool
→ 6 Skidmarks
→ 7 Man United Champions
→ 8 Elfmania
→ 9 Frontier - Elite 2
→ 10 Body Blows

GVP RELEASE A4000 ACCELERATOR

GVP, the world's largest Amiga developer, have released their long awaited A4000 accelerator – the A4000 GFORCE 040. Using the card A4000 030 or 040 users can upgrade their Amiga, with 030 users getting a performance increase "of at least 12 times" – claim the UK suppliers Silica.

The card has two 32-bit SIMM sockets, one of which is populated with a 4Mb 60ns SIMM as standard. Using an extra card it is possible to increase the maximum memory of the Amiga to a huge 128Mb. GVP have also revealed details of a further SCSI-II option which can be added to the card, although no details were available.

The GVP GForce 040 accelerator with 4Mb of RAM is available for £1299 including VAT.

GVP have also just cut the price of *Cinemorph* still further. The program now has a price of £19, its original UK launch price was £99. *CineMorph* is also included free with GVP's other software title *ImageFX*.

Silica are on 081-309 1111.

BLOWING FUNNY COLOURS



Team 17 just don't know when to stop giving. Those generous types up in Wakefield have created *Body Blows AGA* for all you lucky A1200 owners, and it looks like it'll be a cracker. Featuring 256-colour graphics, of course, plus the 21 player Tag Team option that was previously only seen in *Ultimate Body Blows*, the game looks like it'll be a real treat. But that is not all. No, it gets a lot better. It's hard disk installable! It has new AGA backdrops, as seen in *Ultimate Body Blows*. It also only costs £14.99! But it gets even better! If you have the original *Body Blows*, you can upgrade to the new exciting update for the measly sum of £7.99! If you would like to upgrade, then send your original disks, with a cheque or postal order made out to Team 17 Software, and then send the lot to Body Blows AGA Upgrades, Team 17 Software, Marwood House, Garden Street, Wakefield, West Yorkshire WF1 1DX. Call Team 17 on 0924 385903 for more information.

»

British landscapes are now available for *Vista* the popular 3D landscape generator program.

VISTA COMES TO BRITAIN

Virtual Reality Labs have released three packs of British landscapes for use with *Vista Pro* and *Vista Lite*. The packs allow you to render landscapes of Britain using *Vista* on your Amiga.

The three packs cover British Highlights, English Lakes and Snowdonia National Park. The information for the landscapes is taken from British Ordinance Survey Maps and is very accurate. British Highlights includes mountains, featuring Ben Nevis amongst others.

Each pack has a price of £39.99 including VAT, but Emerald Creative are running a promotional offer with each pack going for just £32.99. Emerald are on 081 715 8866.

FONTABULOUS

Diskotech have released details of a huge collection of animated colour fonts. The fonts can apparently be used with *Dpaint II* and *III* and can be used in all screen resolutions.

For £15 you get a two disk collection consisting of five fonts, a catalogue listing 25 other fonts is also provided. Diskotech is on 0591 2242.

PROJECT YOURSELF

One of the biggest manufacturers of Amiga printers is to launch a colour video projector. The Citizen 30PC is an LCD device which can take an Amiga video signal (via a genlock) and project it onto walls, giving an image size of between 6 and 100 inches – ideal for displaying the Amiga screen when playing *World Cup Soccer* with your mates.

NEW INKJET FROM EPSON

Epson have released a new inkjet printer. The Stylus Colour is a colour inkjet printer with a price of £639 + VAT. Features include 64 nozzle print head, speeds of up to 200 characters per second, a 64Kb buffer and resolutions of up to 720 dpi. You can contact Epson on 0800 289 622.

NEW VIRUS COLLECTION DISK

A new collection of virus checkers is now available. Called the *Virus Checker Compilation* the disk includes *LVD 1.75, Virus Z II 1.07* and *Virus Checker 6.4*. The disk is available from Craig Holmes, send £1.50, or more if you feel generous, to him at 23 Rocester Avenue, Wednesfield, Wolverhampton, West Midlands WV11 3AU.

GETTING SENSIBLE NOW

To coincide with the World Cup, Renegade are getting ready to release a special limited edition of Sensible Soccer under the non surprising name of *Sensible Soccer International Edition*. The new edition features all the teams and matches in the World Cup this year, and the game has been modified slightly to allow the referees to show red and yellow cards. Later in the year this will be followed up, of course, with *Sensible World Of Soccer*, featuring an improved game system, plus 1500 real club teams from all over the world, including all the actual players and stats! Look out for an in-depth preview in the next couple of months. For more news on all things Sensible, call Renegade on 071 481 9214



LEANING OVER THE EDGE



This month I'm not going to speculate on future technology but rather think back on past developments, and a great loss to the whole Amiga market.

As you will have already read earlier on June 20th Jay Miner passed on. Even if you hadn't previously heard of Jay you can't help but have seen and used his work – the Amiga. But to many Amiga users today Jay will be just another name from the past. Yet he was far more than that.

Consider for a minute that the Amiga was first designed in 1982-84, almost 10 years ago. Now consider that it was only just before that when the mighty IBM created their IBM PC. Now think forward to 1994, the original design of the PC has gone, changed completely – new processors, different storage types (the original PC was designed to use tape), completely different graphics standards, different BUS types (Local BUS) – in fact apart from the shape of PCs there's hardly anything that remains. And the Amiga? Sure various parts have been enhanced (graphics, user interface etc) but the majority of it remains the same.

After 10 years much of the original Amiga design still remains, and not only does it still remain, but only now are rival systems from Apple and IBM starting to catch up. When Jay and his co-workers created the Amiga they were, without doubt, years ahead of worlds greatest developers. Jay Miner was without any doubt a genius, as were the other developers, they were far and way the most innovative design team ever. Now the creative talent of this group has gone forever.

Would it not be a perfect farewell to Jay if the Amiga was to go on to match its potential and become not just the best selling home computer, but also the leading games console and business computer?

You already help Jay's dream by using the Amiga.But you could do more. For starters start shouting about just how good the Amiga is to your friends, if you can, write software that takes advantage of the power that the Amiga has, and if you can't do anything, else buy some software and peripherals and spend money with Amiga dealers, developers and distributors to show them it's worth their continued support.

Jay gave you a machine you could only previously have dreamed about, now it's your turn to keep that dream alive.

SCANNERS!

Epson have produced a 100-page guide to scanning. The guide, '*Totally Scantastic Guide to Desktop Scanning*' is available free from Epson.

The guide was produced to help explain scanning technology, and covers practically every aspect of scanning including optical character recognition, using images to increase productivity, printing in colour, and of course, how to scan images and text.

For a copy of the guide call Epson on 0442 61144.

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DPS TIE UP SUNRISE

Digital Processing Systems, the UK arm of the American development firm behind the PAR card, are now also selling SunRise AD516, the 16-bit sound sampler. The sampler joins NewTek's *LightWave* 3D rendering software and is supplied with the PAR card to provide one of the most powerful audio visual video effects systems available – on any platform.

With a complete PAR system Amiga users can now create stunning 3D animated sequences, including live video, combined with 16-bit sound and play them out to master tape for broadcast or recording and do so on a standard A4000.

As such, the DPS PAR system provides one of the most powerful and cost effective desktop video systems available, on any computer!

DPS have also announced that SunRise are working on enhanced software for AD516 to give better integration between their sound sampler and the Personal Animation Recorder. CU AMIGA hope to bring you a full review of the DPS PAR system working with *LightWave* and SunRise AD516 next month. DPS are on 0252 718300.


Sounds good, DPS are now selling SunRise Amiga sound samplers.

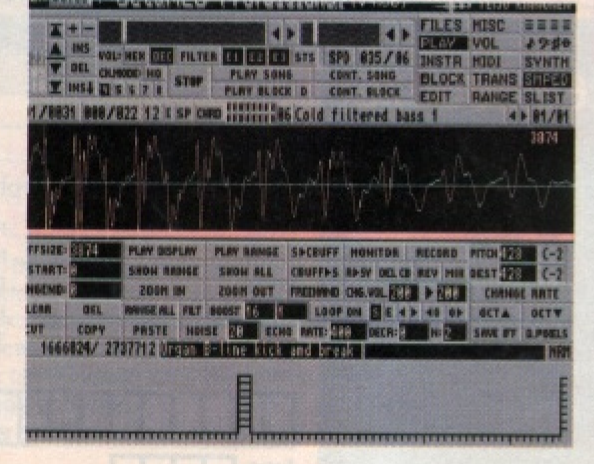
SAMPLING
THE DIGITAL HIGHWAY

If you're one of the smart people who picked up *OctaMED* completely free with the May issue of CU AMIGA you'll be pleased to know the developers are now testing an *OctaMED*-support BBS. With an Amiga and a modem you will be able to download new modules, utilities and other *OctaMED* accessories and accessories from the BBS. You can also mail the developers, request help and leave messages.

The BBS is currently in the test stages, and you can try it out by calling it on 0703 703446. It's open 24 hours a day, supporting speeds between 1200 and 14.4K HST.

Best of all, the three users with the highest recorded logo totals will receive a free copy of *OctaMED 6*! *OctaMED 6* should be available at the end of this year.

RBF Software, developers of *OctaMED* and operators of the BBS are on 0703 785680.


OctaMED **users can now get support for their favourite sound sampler via a bulletin board.**

MANAGING UP TO DATE



Admit it. Updating your football management game to keep up with the real world can be a royal pain, can't it? The last thing you want to happen is to find someone like Darren Peacock sporting QPR's kit, but who wants to go through moving all those people around in an editor? Nobody, that's who, which is why Domark have kindly come up with the *Championship Manager End Of Season Data* Disk.

For the small sum of £15.99 you can update *Champ Manager* at the touch of a button, and what's more you can even grab a free copy of *Fever Pitch* by Nick Hornby, which is all about Arsenal so it's probably a very good item.

Call Domark on 081 780 2222 for more news on this attractive deal.

COMMODORE WRITES

The last few weeks have been shrouded in uncertainty for everyone connected with the Amiga. I'm at the sharp-end of course, and I realise how important it is to you, the Amiga's army of users, that Commodore comes out of the current talks in a healthier state. Believe me I'm doing my best and will keep you posted of any news.

Meanwhile, life goes on and the Amiga community continues to rally. Having previewed our A1200 CD drive at ECTS it's been amusing to note distributor ZCL nip in with its own version in the last few weeks. And not only that – there's also ZCL's CD32 add-on and the A1200 bundle with *Elite 2* and *Batman Returns*. It's good to see the Amiga flag is still flying on the high street.

Of course the arrival of the CD add-on opens the door for CD software with a 'save-game' feature. We can look forward to productivity software of the type which has distinguished Amiga floppy machines coming to CD32 soon.

According to my latest figures there are 197 titles available for the format now. By the new year the total will shoot up to 423. This will include 32 Video CD titles. Regular readers may know that Video CD is something of a personal crusade for me. I'm convinced it will take off as soon as the preferred medium for watching movies and music videos.

I note with interest that some of the major hi-fi giants are about to integrate VideoCD units into their midi-systems. I suppose you could regard that as competition for us. After all we certainly want CD32 to pick up some of their audio business. But at the end of the day if Video CD as a technology is moved forward by the hi-fi community then it can only help us. It might speed the process towards integrating MPEG into video games. When it does we'll have the perfect platform.

Apart from certain financial matters the Commodore team's time is currently being taken up by arrangements for Live '94., which takes place in Earls Court on 20-25th September, 1994.

At last year's debut show we commissioned a brand new stand and watched with awe as visitors in their tens of thousands just showered us with enthusiasm for the Amiga CD32.

After that we rebooked straight away. I believe we were one of the first exhibitors to do so – as a result we've got a prime spot.

Come down and say hello. And take a look at some of those 423 titles I was telling you about.

INDI – COME BACK IN SIX MONTHS

One of the UK's larger Amiga mail order companies, Indi, have launched a new purchasing initiative. You can order products now, without paying anything, use them for six months and then pay for the goods in full, without any interest charges being levied.

Indi see the move as a major development in retail computer trading, although other dealers sounded a note of caution. One source said that he felt it was unfair to customers as those who couldn't afford to pay now, were just as unlikely to be able to afford it in six months time, and it could trap customers in to buying goods they can't afford. Indi however are confident that the scheme will prove very popular. Indi are on 05430 419 999.

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D028 Kathy Lloyd*	

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D107 ODDYSEE (5 disk & A500 only) Incredible 40 minute space epic journey movies. Recommended
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D152 THE ELECTRIC TOUCH Multi scroll vector etc
D174 ACID MIX 5 brilliant aid track
D261 FONTIER Incredible Elite 2 demo animation
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D253 SUNTEAM GG ESWAT Eswat games
D254 AKIRA DEMO Akira Manga demo
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AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE release by Team Hoi
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AGA016 CHROMA good demo
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AGA024 WORKBENCH 3 SCREEN Great back drop for A1200 (not for beginners)
AGA41 GIF BEAUTIES VOL 1-10 Available each disk auto boot & contain loads of stunning pics of raunchy women. Note fully compatible with any Amiga
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AGA91 ASSASSIN FIX DISK 2 (new) latest contained more degrade utility (see above) Recommended
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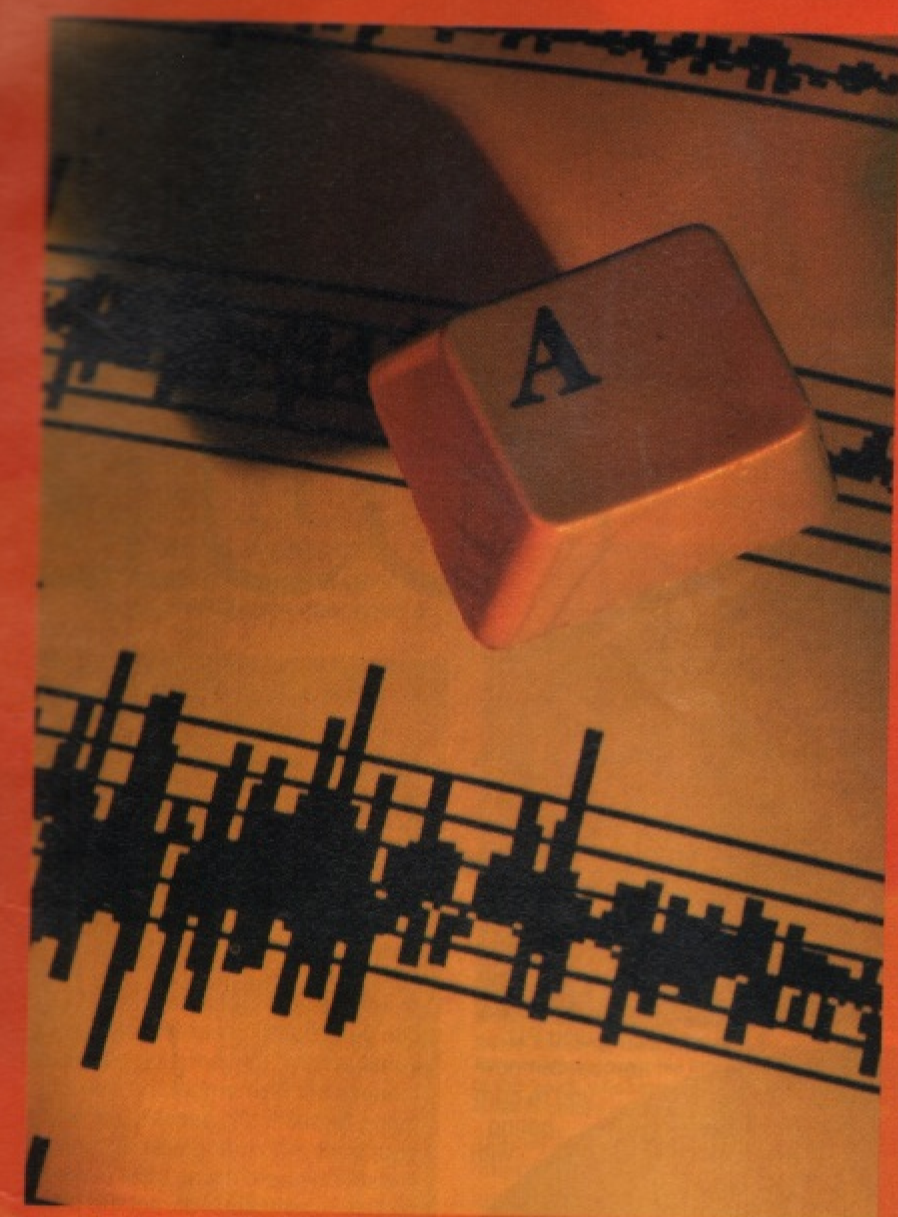






MAKE SOME NOISE!

Don't you just love it? All the noise and music you ever wanted to make, you can make it with your Amiga. And you don't even have to be able to play a note! Thanks to the wonders of Amiga music, you can compose, create, remix and record complete tracks without knowing a treble clef from a treble vodka. The time has come for you to make some serious noise with your Amiga, and we're here to show you exactly what you need, where to get it, how to do it, and how to sell it. Want to release your own record? We tell you how, with advice straight from the professionals. Want to know what kit to get? We've got an extensive buyers guide compiled by our resident music experts. We've even got a guide to the best in MIDI add-ons! Tony Horgan is your guide through the Amiga music jungle...



Your Amiga is potentially the most powerful all-in-one music machine on earth. It is! What's your favourite record at the moment, that one going round in your head right now? You could have done that with your Amiga – and we're going to show you how. Here's the exclusive CU Amiga guide to Amiga music: everything you'll need to get started in the world of pop, rock, dance and even classical music. For those who have advanced a bit further down the road to Success City, there's a complete guide to getting your music released on CD, cassette or good old vinyl. First though, here are some basic tips to get your Amiga sounding like a sprawling professional studio.



Look carefully, you might be able to spot the Amiga that's controlling all of this music gear.

SOUND EXPLANATIONS

There are a few basics you should understand before launching yourself into the world of Amiga music. All Amigas have a sound chip called Paula. Paula is capable of playing up to four 8-bit samples back at once, although the Amiga can hold as many different samples as memory will allow. With the aid of MIDI (Musical Instrument Digital Interface) you can link up your Amiga to a massive range of musical equipment, including synthesisers, drum machines, effects units and so on. Just a single A500 is enough to make storming tunes, but with a bit of expansion, your options are opened right up.

You'll often hear comments such as: "8-bit sampling is okay, but not good enough for serious use". Don't you believe it! These comments invariably come from those who have had little or no experience of the Amiga. Your Amiga is a goldmine - you just have to do a bit of digging and you'll be generously rewarded.

SOUND QUALITY

Here are a few tips to help beginners avoid the most common Amiga sampling pitfalls.

Use high sample rates.

Try not to sample at anything below around 16Khz. This will avoid the often-heard scratchy samples of many Amiga demos. For any sounds with a lot of high frequencies such as drum sounds or vocals including "S" or "T" sounds, use a rate of 21Khz or higher.

Get a good "sound to noise ratio".

This means making sure the volume level coming into the sampler is loud enough to use the full range of the 8 bits, but not too loud as to distort. Quiet samples will be bugged by hissy noise.

Trim samples properly.

Timing will be out on your music if there's blank space at the start of your samples.

Bear those three main points in mind, and you shouldn't go far wrong.

AMIGAS IN THE JUNGLE

Amigas are used in music production right across the board, from bedroom hobbyists to megabuck international stars. Possibly the most exciting area in which the Amiga has a firm foothold is the dance music scene.The immediacy of the Amiga's built-in sampling features and very cheap sequencing software such as *Protracker* and *OctaMED*, has given many the chance to realise their dreams and release their own records, without treading the traditional rock and roll route of forming a band, getting gigs and signing up with a major record company. A setup of just one basic Amiga is enough to get you started – we've already seen successful releases created on nothing more than a 1Mb A500!

Just to prove that it's all possible, we tracked down the top Jungle/Hardcore setup Urban Shakedown to see how they've managed to release a stack of successful dance records in the last couple of years.

Urban Shakedown is a Jungle collective that revolves around one man and his Amigas, and embraces a number of collaborators, such as the "man like" Mickey Finn among others. The Urban Shakedown studio consists of two A1200s, two Tandy stereo graphic equalisers, an aural exciter, a guitar effects pedal, a DAT recorder and a pair of Jamo speakers, big enough to give an idea of how a track will sound in a club. *OctaMED 4* is used for all the sampling, with the two Amigas allowing eight good quality sample tracks. *Audio Engineer Plus 2* is used for sampling and sample editing.

The Shakedown boys were the ones responsible for the classic hardcore anthem "Some Justice" (the one with the goose bump-inducing Ce Ce Rogers sample "We'll live as one family"), all of which was done with the above setup, only with A500s instead of A1200s.

Following a spate of underground hits, Urban Shakedown are soon to re-surface with a killer EP to be released on the PWL label, featuring a trio of stomping new tracks, along with two new remixes of Some Justice. With jungle hardcore winning over more fans every day, it might just be massive. Expect to see it in the shops by September. »

Expanding your Amiga to include MIDI instruments will open your options right up.



HOW TO RELEASE YOUR OWN RECORD

Want to break the charts or storm the club scene with your latest tune? You can, and it's not as hard as you might think. Tony Horgan and an Amiga show you how.

Whether you want to be a gorgeous pouting pop star, or an anonymous producer, you must have dreamed about releasing your own record at one time or another. So long as it remains just a dream, it's never going to happen. Let's face it, a talent scout from a record company is hardly going to come knocking at your door on the off-chance – if you really want something to happen, you've got to make it happen yourself.

But where do you start? How can you get that tune that's on your computer into record shops across the country, played in all the top clubs and radio stations, and most importantly, into the hands of the record-buying public? It all starts off at the studio, whether that means a fully-fledged professional studio, or just your home setup.

Most of the following will apply whatever kind of music you're making, but we've slanted it towards the dance music scene.

STEP ONE: QUALITY CONTROL

All of the advice that follows this is useless unless you have a good track in the first place. It is absolutely essential to get flawless sound quality from your system. You can get away with rough samples and sequencing with PD demos, but now you're competing with the professionals. These are professionals who work in a world where 16-bits are the minimum, and digital editing and effects often make use of 24 or 32-bit technology.

If you're using Amiga samples, you'll be limited to 8-bit sampling. Sounds a bit pathetic in comparison doesn't it? The good news is that 8-bits can sound just as good as 16, you just have to work a bit harder at it, that's all. Remember, no one is going to make allowances because your track was made with an Amiga. If it sounds bad, it won't get played by DJs, and it won't attract the punters. It's no good justifying scratchy samples by saying: "Well what do you expect, it was done on my computer at home!" See the section on sound quality for some advice on getting the best sound from whatever setup you have. Of course, if you add some MIDI equipment to your system, you can compete on the same level as the pros.

STEP TWO: ASK OPINIONS

So you've written a track or two, and you think they're spot-on. Once you are 100% happy with your track, get some feedback from others. Play it to some friends that appreciate that particular type of music and see what reaction it gets. Obviously, don't expect your rocker mates to go nuts over a jungle record, but on the other hand, if you can only find one complete purist fan of the genre that likes your tune, then maybe you should think about some alterations. After all, you want to sell more than one record, right?

IMPORTANT: the most important thing to beware of at this stage is a false opinion. Let's say you've got some mates round, you've just made them a nice cup of coffee, and things are going swimmingly. You say:

"Hey, have you heard my latest tune?" and play them the track in question. Defences lowered by the still-steaming round of coffee and biscuits, relaxed and ready for a game of *Sensi Soccer*, they all tell you it's a stormer, not wanting to rock the boat and seem ungrateful for the hospitality, or hold up the impending game of footy.

So, off you go on your mission to get your record pressed up, distributed and into the charts, confident in the knowledge that you have a blinding tune to your name. In fact, what you might have is a third-rate ditty that no-one is going to touch with a barge pole. What a waste of time, effort and money that would be.

Here's one way you can avoid a false opinion. Record your tune onto a cassette, and just drop it into the tapedeck whenever the situation seems appropriate. You don't even have to announce the track when you play it – just put it on and discreetly watch people's reactions. If, during the course of the tune, someone asks what it is, tell them it's the latest remix from DJ Flavour of the Month, or better still, just make up a name on the spot.

Independent record shops can be handy for gauging opinions. The "Some Justice" Mickey Finn/Urban Shakedown collaboration came about after a visit to this very shop.

Once the track has played through, see what everyone thought. If it gets a thumbs down, you can go back to the drawing board, but if they like it, you can announce with zest and pride: "Haha! That was really me and my Amiga! Cool huh?"

STEP THREE: PROFESSIONAL OPINIONS

Now that you think you've got an honest opinion from your mates, and they like it, see what the reaction is from those "in the know". If you're making dance music, get it onto a cassette, and take it to your local independent record shop. You'll find that a lot of shop assistants in these places are DJs, and quite a few of the customers will be too. Try to get an on-the-spot opinion from whoever is in charge of buying the dance music for the shop. Basic question: "Would you stock this?", with a follow-up question of: "Briefly, what's good about it, and what's bad about it?" If there are any DJs in the vicinity, ask them if they'd play it, and if not, why not. Saturday afternoon is not a good time to try this out, unless you want to encounter the notorious moody DJ. Try and get down there when it's not going to be rammed with customers.



Inside the shop, we find the sales assistant. Be prepared to meet the infamous Moody DJ at this point, who may shoot you down. This bloke is quite a nice chap though.

Be prepared to be shot down in flames at this point. This is where you're most likely to get some cutting criticism. If they tell you it's a load of rubbish, it's probably true. You have to be ready to take this on the chin, and use it to your advantage. If all you want is someone to say: "Oh very good, did you do that all on your own?" then paint a picture of your house and show it to your gran.



Make someone think that they're listening to one of these trendy records with nice sleeves, and you might get a more honest opinion of your track.

STEP FOUR: GET A DEAL

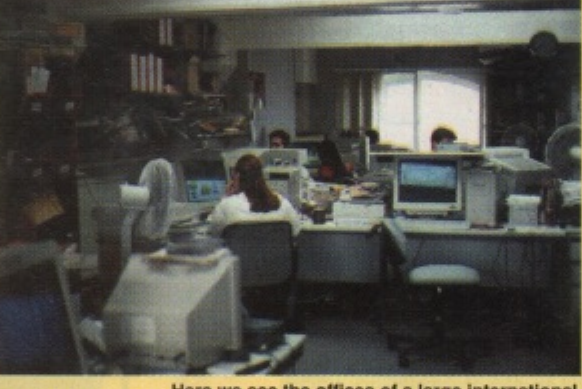
Ah yes, now comes the important bit. Unless you want to finance and handle the pressing and distribution of your music yourself, you'll need to get a deal. How you go about this depends on the kind of record you have. If you've gone for the pop market, and you've been told by those elusive "people in the know" that it will probably sell in large numbers (enough to get into the national top 50 for example), then you could try the demo-tape route, which goes something like this.

OPTION A: DEMO TAPE ROUTE

It's quite simple really. Get yourself some high quality cassettes, and run off copies of the track(s) onto as many tapes as you want to spend money on. Make a list of record companies and labels that you think would be interested in releasing your track. Then, type up a standard letter to accompany the tape, and send them out pronto to your chosen record labels.

Don't hold out too much hope for this approach. Record companies receive heaps of demo tapes everyday, so your tape has to be pretty good to stand out. It's worth trying a few tricks to get your tape noticed, even if they do sound a bit cheesy. Apparently, The Aphex Twin's demo tape of "Digeridoo" was sent into the record company enclosed in a length of piping (the pipe was symbolic of the digeridoo you see). The A+R people (record company talent scouts) will probably tell you that gimmicks like this don't work, but they do sometimes. If you don't have the cheek to send your demos out on chocolate flavoured tapes, then maybe you could just knock up some striking artwork for the cover – anything to make an impression. Unless you have very clear hand-writing, type your letter, but remember to sign it. An unsigned letter can be very cold. It's a good idea to get someone else to read through it to check for mistakes, which can be hard to spot in something you've written yourself.

If you've managed to get your music covered in the press, or if you've had write-ups of your live performances, include clippings of any good quotes, but keep them brief. Also, make sure your accompanying letter is brief and to the point. Don't ramble on about your uncle's pigeons and the price of bacon – they don't want to know. It might sound obvious, but double check that you've included your name (including your real name if you use a pseudonym), address and a telephone number, not only on the letter, but also written on the tape itself, along with the date. Imagine Mr Bigbucks Record Producer found your tape lying all alone in his "in" tray, played it, loved it, but couldn't make you a millionaire because you'd forgotten to put your name and address on the tape...



Here we see the offices of a large international record company. Just out of shot is a skip full of rejected demo tapes. Try a few gimmicks to get your tape noticed.

MODULES ON CD

If you don't have access to a DAT recorder, but you still have commercial quality music on disk, Technical Dimensions are offering a unique service, whereby they take an Amiga music module (*Protracker*, *Soundtracker*, *OctaMED* etc), load it onto their Amiga in the studio, pass it through some fancy boxes to bring the sound to life, and master the music to cassette, DAT or CD. The prices are very inviting. For example, modules can be mastered for £4.00 each, plus £10.00 for the DAT, £2.00 for cassette or £30.00 for a one-off CD.

Technical Dimensions have a flexible enough service to suit most requirements.

Contact: **Technical Dimensions, 32 Midway, Walker, Newcastle Upon Tyne, NE6 3PA. Tel: 091 263 7971.**

OPTION B: YOUR OWN LABEL

This is the more exciting route, and also the more realistic option if you're writing underground dance music. The hard way to release a record on your own label, would be to get, say 2,000 copies pressed up onto vinyl, and take them round to as many record shops as you could find, trying to sell them your tune. Obviously this isn't going to be very practical, so the best idea is to get a dance music distributor to do all that for you.

What a distributor can do, is take your DAT master tape of your tunes, arrange them onto a 12" record, press up an agreed amount of copies, get the labels printed and stuck onto the records, put them in sleeves, and then sell them to all their usual dance record shops. You »

» might have to pay a small fee upfront to cover some of the initial costs, but even if you do, it'll be a lot less than you'd have to shell out if you did it all yourself. This way, you can release a record on your very own label, without incurring too many costs.

Basically, the distributor should handle everything, although you might have to put some effort into promoting the record yourself. The deals you are offered will vary, but you should end up being paid a royalty for each copy of the record that is sold.

There are plenty of distributors around the country. To find one near you, just go into your local dance record shop, and ask them for some telephone numbers of distributors. Alternatively, contact Up Front Audio, who offer just such a service. Their address is: **Up Front Audio, 24 Chapel Farm Road, London SE9 3NQ. Tel: 081 857 7082. Fax: 081 851 6723.**

OPTION C: MAIL ORDER

If your music isn't dancefloor stuff, option B won't be applicable. If you don't have any luck in getting a deal with a record company, you can still press your own CDs, and sell them through mail order.

Apart from raising the cash to get the CDs pressed, the biggest problem with this method is advertising. You can send it in to the music press for reviews, or take out small ads in appropriate publications. Probably the best way of publicising a CD is through live performances, which get your name known, and also give you a chance to flog some copies at the gigs.

Seeing as you'll be using an Amiga, you can always use the old trick of sending it into Amiga magazines, where it's likely to get more column inches than it might do in other magazines.

Alternatively, take a look at the



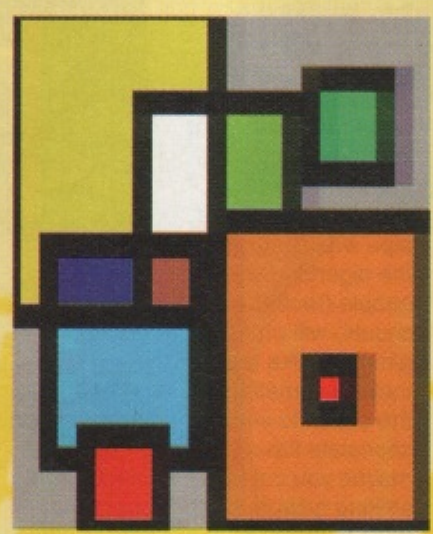
CD mastering services offered by Technical Dimensions, who can take a *Protracker* or *OctaMED* module from a disk, run it through some fancy studio gear, and run off some CDs. Go back and read the "Modules on CD" panel on page 29, if you want some more information on this.

50-50 DEALS

One thing to remember is to steer well clear of 50-50 deals. A 50-50 arrangement might sound like a good offer on the surface. The instant assumption is that you'll get 50% of the retail price for each copy sold, but in fact what they'll be offering is 50% of the profits from the record. Profit is what is left after all the costs have been covered, and it's very easy for the people releasing your record to invent all kinds of extra expenses. Once your record has passed its sell-by-date, the distributor/record company could come back to you saying that the record made no profit at all, and show you a list of costs to back it up. Short of conducting a big financial investigation into the companies' books, there's no way you can disprove their claims. At the end of the day, they might have made a nice profit, while you walk away empty handed. So, if you get offered a 50-50 deal, just say no!

STEP FIVE: PROMOTION

Promotion can make or break a record. If your tune really is an absolute stormer, word will get around, but there's no harm in giving it a shove in the right direction. The best way to promote a dance record is to



Get your designer head on when it's time to create your own record labels. Why stop at squares when you could have just about anything you can imagine – even circles!

send copies to radio and club DJs, and to the dance music press. However, be careful how you do this. There's no need to send out heaps of copies to all the big name DJs if they're never going to play them. Limit your promo mail-outs to those in line with your particular style. Don't forget to include a press release (a single sheet of paper saying how great your tune is, with details such as the name and number of the distributor, and maybe some fascinating snippets of information that the magazine writers (and radio DJs) can use to make their reviews a bit more interesting).

It also helps to keep your profile up, by sending out various other press releases from time to time, with any interesting information on yourself or your records that you can cook up. If this is accompanied by a



A familiar scene to many, but just imagine it was your record that was being pulled out by the tune-hungry customer. With some good promotion, you could be the next big thing.

good picture (it needn't be of you), then you stand a better chance of getting a few column inches in the music mags. If someone has just read a piece about the new acid release from, "A Box Called Roland", they're likely to recognise the name and pick it out when they're flicking through the bewildering selection of new vinyl in the shop.

If you want even more cheap exposure, you could release your sample library as PD or shareware, just as Urban Shakedown are about to do. Then, to promote your sample disks, you could write a cracking tune and make a top PD demo, with your name plastered all over it of course (as Urban Shakedown are about to do). Basically, put yourself about.

STEP SIX: SUCCESS!

Congratulations, you've just written, released and promoted the next big tune. Fun wasn't it? Thanks to Urban Shakedown for their help. »

WE WANT YOUR TUNES

If you've had any of your music released on vinyl, cassette or CD, and you want it publicised in CU AMIGA, send a copy in to:

Tony Horgan, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

A BLUFFER'S GUIDE TO MUSIC JARGON

It's embarrassing isn't it? You go into a shop, and all you want is a black box with flashing lights that makes noises, and you get assaulted by the sales assistant with a spew of techno-babble? Well, at least that's better than having a sales assistant who can't find the "on" switch. Next time, make sure the boot's on the other foot, and go armed with our guide to high tech music jargon.

SAMPLE

A sample is a digital recording of a sound. A sample of a single note can be played back at different pitches to create melodies.

SAMPLE RATE

The sample rate is partly responsible for the reproduction quality of the sample. A low sample rate will give lower quality reproduction than a high sample rate, but higher rates use more memory.

8-BIT /16-BIT

The bandwidth of the sample is the other main factor governing its sound quality. This is usually 8-bits with Amiga samples. The standard for professional MIDI samplers is 16-bits, which gives superior reproduction. 16-bit samples require more memory than 8-bit samples.

MIDI

MIDI stands for Musical Instrument Digital Interface. It's the standard system and language used by electronic music equipment, that allows instruments to "talk" to each other.

MIDI makes it possible to remotely control any MIDI device from any other MIDI device.

POLYPHONIC

If an instrument is polyphonic, it can play more than one note at a time. An instrument that is not polyphonic (monophonic) would not be able to play chords.

MULTI TIMBRAL

A multitimbral instrument can play more than one instrument at any given time.

For example, the same instrument could play a bassline and a chord sequence simultaneously.

DAT

DAT stands for Digital Audio Tape, which is a very high quality digital recording medium, now extensively used for recording master tapes, from which CDs, cassettes and vinyl copies can easily be duplicated.



ALIENS HAVE INVADED YOUR WORLD...GO MAKE 'EM REGRET IT!
BANSHEE
Take a classic arcade game. Add a whole heap of seasoning in the form of stylish, state-of-the-art graphics and four MASSIVE levels of up-to-date action. Stir in an Alternative Dimension, exquisitely evil aliens and a heavy-sprinkling of mucho-big guns 'n' power-propped planes. Leave to simmer on an incandescent heat and wait for the best BLAST in light years.
TOP DOWN VERTICALLY SCROLLING VIEW! CHOICE OF THREE DIFFICULTY LEVELS! FULLY ROTATING RAY-TRACED ENEMIES!
Available on: Amiga 1200 and Amiga CD32
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55 Ashbourne Road Derby DE22 3FS Telephone (0332) 297797 Facsimile (0332) 381511

AMIGA MUSIC HARDWARE AND SOFTWARE

TRACKERS

Trackers are the most popular type of music composition software in the PD and demo scenes. Most tracker programs are public domain, and can be obtained from PD libraries for between £2 and £3. Most handle just Amiga samples, but some offer MIDI sequencing too. If you're just using Amiga samples, trackers offer far more control than sequencers. There are 101 variants on the original *Soundtracker* program, which has been re-written and re-released by numerous groups, under names such as *NoiseTracker* and *StarTrekker*. There is very little to choose between them, so we've just covered *Protracker*, which is the most popular and advanced of the tracker family.

PROTRACKER 3.0

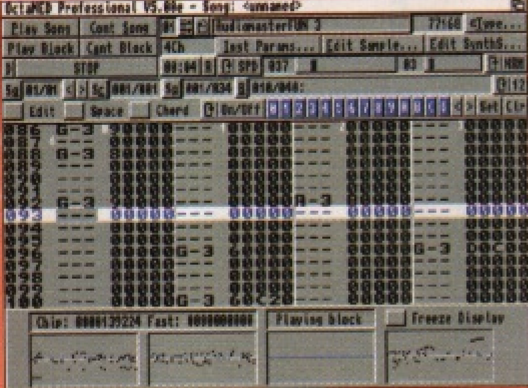
This is used by many musicians involved in writing demos or game soundtracks. Like all trackers, *Protracker* uses a vertically-scrolling numerical display for all its musical data. This looks very confusing at first, but once you can understand it, it's a very immediate and powerful system. There's a built-in sampler and sample editor, so you can use it directly with just about any sampler cartridge to grab sounds and use them instantly. *Protracker* is very powerful, and pretty much an industry-standard as far as game and demo music goes.
**Contact: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry.
Tel: 0203 681687.
Price: £2.00 including P+P.**

OctaMED PRO

If you got the May issue of CU AMIGA, you will already have *OctaMED 4*. *Version 4* is the last release that is compatible with all Amigas – *Version 5* needs *Kickstart 2* or higher to run, so it won't work with standard A500s. *OctaMED* works like a tracker, but has some unique features of its own. Not least is the option to play up to eight Amiga samples simultaneously, although this results in a loss of sound quality. *OctaMED* has an excellent sampling section, the ability to create synthesised sounds, and best of all, MIDI support. *Version 4* gives you up to 16 tracks when using MIDI. *Version 2* of *OctaMED* is now PD, and available from any PD library in this issue.

OCTAMED 5

OctaMED 5 uses a system of menus and windows for its interface, and offers up to 64 tracks with MIDI, on-line help and lots more handy little features. *OctaMED* is CU AMIGA's favourite Amiga program so far.
**Contact: Seasoft Computing, The Business Centre, First Floor, 80 Woodlands Avenue, Rustington, West Sussex BN16 3EY. England.
Tel: 0903 850378.
Price: £30.00 including P+P.**



X-BEAT PRO

Not strictly a tracker, *X-Beat Pro* is a actually a drum machine system that uses Amiga samples to create four channel rhythms. It's very easy to use, with a mouse-controlled graphic representation of each bar. All you do is select a drum sample from the menu, and drop it onto the bar with the mouse.

To add more sounds, just go back to the menu, and add some to those you just programmed.

There's also a bassline generator too. Good fun.
**Contact: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks WF1 1DH.
Tel: 0924 366982.
Price: £2.50 including P+P.**

SEQUENCERS

Unlike trackers, sequencers are primarily used for controlling MIDI equipment, such as synthesisers, outboard samplers and drum machines. These are all commercial packages, not Public Domain like some of the trackers.

BARS AND PIPES PROFESSIONAL 2.5

Unique amongst music packages, *Bars and Pipes* treats sequencing as an exercise in plumbing. MIDI information is routed around the program using virtual pipes – arriving from the MIDI IN port and leaving via the MIDI OUT port.

In between, the MIDI data is processed using special tools to add echo, delay or several dozen other special effects.

Bars and Pipes goes way beyond simple sequencing, performing music scoring well as advanced multimedia features, with support for the Sunrize AD516 and DPS PAR video board. However, Amiga sample support is poor.
**Contact: Meridian Distribution, East House, East Road Industrial Estate, London SW19 1AR.
Tel: 081 543 3500.
Price: £299.95 or £69.95 if upgrading from *Version 2*.**

MUSIC X 2.0

Although recently updated to version 2, *Music X* remains the same as version 1.1 at heart – with only the addition of *ARexx* and a scoring package (*Notator X*) to account for several years in the wilderness. Music is recorded to form tracks, and these tracks can then be triggered by other tracks – it's an elegant and flexible system that even supports a limited form of live mixing on the fly. The other editor pages will enable you to remap you keyboard and keep track of your favourite patches.
**Contact: The Software Business, Suite 1, Unit 4, Cromwell Business Centre, New Road, St Ives.
Tel: 0480 496497.
Price: £140.00, or £79.95 if upgrading from version 1. *Music X version 1* is still available for around £30 from various retailers.**
Check the adverts in this magazine.

SEQUENCER ONE 2.01

Gajits made an admirable attempt at producing a low-cost MIDI sequencer, as an alternative to the pricey professional options. *Sequencer One* was the result. It takes a simple approach to MIDI sequencing, offering all you'll need to control a modest MIDI setup. If you don't need the reams of features on offer from the bigger packages, *Sequencer One* is an excellent starting block, and it's cheap too!
Contact: Software Technology Limited, Freepost MR9455, Manchester M1 8DJ. Tel: 061 236 2515. Price: £19.95

SEQUENCER ONE PLUS 1.3

A more advanced version of *Sequencer One*, *Sequencer One Plus* is the next step up, offering improved power and flexibility. And it's still one the cheapest sequencers that you can buy.

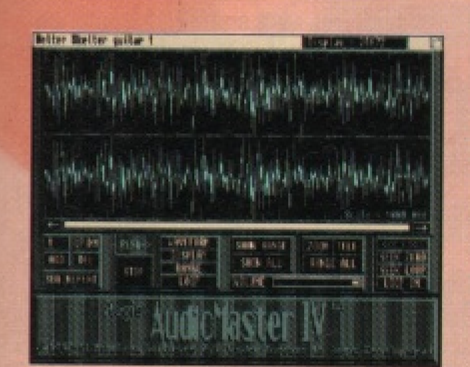
Contact: Software Technology Limited, Freepost MR9455, Manchester M1 8DJ. Tel: 061 236 2515. Price: £49.95

RAVE

This is another attempt at a budget sequencer, but while *Sequencer One* is quite useable, *Rave* is one of the more awkward programs ever written for the Amiga. It's slow, illogical, lacks any real power, and overall has nothing much to recommend it at all.
Contact: The Software Business, Suite 1, Unit 4, Cromwell Business Centre, New Road, St Ives. Tel: 0480 496497. Price: £49.95

DELUXE MUSIC CONSTRUCTION SET 2.0

DMCS 2 is described by its producers as a music DTP package, rather than a sequencer. It's more of a musician's music program, in that it uses traditional music notation instead of the piano-roll display of most sequencers. The best option for anyone wanting to transcribe sheet music, and generally a very competent music creation tool.
Contact: Electronic Arts, 90 Heron Drive, Langley, Berks. Tel: 0753 549422. Price: £89.99



8-BIT SAMPLERS

8-bit samplers can be used to grab sounds for use with trackers and most sequencers, as well as various other Amiga applications. 8-bit sampling gives generally inferior sound quality when compared to 16-bit sampling. For more detailed information, check out our sampler guide on page 168 of the June 1994 issue of CU AMIGA.

AUDIO ENGINEER 2 PLUS

The best 8-bit sampler available. The hardware produces clean samples, and includes an input volume control. The software has some unique editing features, such as very powerful filters and good time-stretching functions.
Contact: Hobbyte, 10 Market Place, St Albans, Herts AL3 5DG. Tel: 0727 856005. Price: £159.99

TECHNOSOUND TURBO 2

One of the most popular samplers, *Technosound Turbo 2* has some very interesting effects built into the editing software. Sampling quality is good, but could be a bit cleaner. Very capable all the same. Recently reduced in price by a tenner.
Contact: New Dimensions, Brooklands, Bryngwyn, Raglan, Gwent NP5 2AA. Tel: 0291 690933. Price: £39.99.

MEGALOSOUND

A very nice combination of hardware and software. *Megalosound* produces clear samples, and the cartridge includes an input volume control. The software is packed with unique editing features, such as intelligent looping and loads of useful effects. The best buy for the money.
Contact: Microdeal, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 713671. Price: £34.95

DSS 8 PLUS

This is a neat sampler, with a good software editor and a cartridge that has a trendy clear plastic case. There's a built-in tracker, and a very good filter option, that takes out high frequencies while it samples, but overall it's a bit over-priced for what's on offer.
Contact: Silica, 1-4 The Mews, Hatherley Road, Sidcup, Kent DA14, 4DX. Tel: 081 309 1111. Price: £69.99

16-BIT SAMPLERS

All of these 16-bit samplers work a bit differently to their 8 bit counterparts. The Amiga cannot replay 16-bit samples under its own steam, so they all need to be used in conjunction with their own software.

However, they can be used to grab sounds for use with trackers and sequencers, by downgrading the samples to 8-bits.

CLARITY 16

There's no cheaper 16 bit Amiga sampler than *Clarity 16*. Features are limited when compared to the higher-priced alternatives, but it has its uses. There's a single-track cue-list sequencer included with the software, but *Clarity* is most useful when controlled via MIDI from another sequencer. This gives a maximum of four sound channels, although you will need a fast machine to get any more than one or two. Also includes built-in MIDI interface.
Contact: Microdeal, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 713671. Price: £149.95

AD516 & STUDIO 16

Studio 16 is the software that comes with the *AD516* sampling board. It only works with "big box" Amigas (1500, 2000, 3000 and 4000). It's based on a system of recording samples to a hard drive, then playing back up to four of them at once direct from the drive. It's best suited to producing the non-musical parts of a soundtrack, cueing different samples as it moves through a cue-list. A software link with *Bars and Pipes* increases its versatility.
Contact: Premier Vision, 31c Hearn Hill Road, London SW2. Tel: 071 274 4407. Price: £1,000

EXCITING NEW 16-BIT SAMPLER

Coming soon from Microdeal is a new sampler that's designed to be more like a PC sound card, which should mean it gets greater third-party support than the above-mentioned 16 bit samplers. Also, it is being developed in conjunction with the developers of *OctaMED*, so the two will be directly compatible!

The board will feature 12-bit sampling input, and will have an optional add-on for replaying 16-bit samples. It is expected to be priced at under £100 for the 12-bit board and 16-bit add on, cheaper still for the basic 12-bit board.

Contact: Microdeal, The Old School, Greenfield, Bedford, MK45 5DE. Tel: 0525 713671.

WIN WIN WIN

For your chance to win of these brilliant new samplers from Micordeal, enter the competition on page 51 of this issue of CU AMIGA.

MIDI INTERFACES

A MIDI interface allows you to connect your Amiga and any piece of MIDI equipment. You can then use standard MIDI leads to plug your keyboard, drum machine or sampler into the back of the computer. There's not much to choose between MIDI interfaces. Some have more inputs and outputs than others, and some are more sturdily-built. Here are a few good examples.

POWER COMPUTING

A neat little black box that plugs into your serial port, the MIDI interface from Power Computing has three din sockets aligned horizontally (MIDI in, out and through). That's about it really. It works and it's cheap.
Contact: Power Computing, 44 a/b Stanley Street, Bedford MK41 7RW. Tel: 0234 273000. Price: £19.95

MICRODEAL

The *Pro MIDI* interface from Microdeal comes with a ribbon attachment for easier connection. This means you don't have a box hanging out of the back of the computer, which is handy if you're short on desk space.

There are two MIDI ins, two MIDI outs and a Through connection, and is competitively priced.
Contact: Microdeal, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 713671. Price: £24.95

TRIPLE PLAY PLUS

Normally a MIDI interface will give you 16 channels, but Triple Play Plus gives you 48. It does this by pretending to be three different sets of 16 MIDI channels. At the moment the only software you can use it with is *Bars and Pipes*.
Contact: Meridian Distribution, East House, East Road Industrial Estate, London SW19 1AR. Tel: 081 543 3500. Price: £169.95

MISCELLANEOUS HARDWARE

SOUND ENHANCER

The most common complaint regarding Amiga sample playback is a loss of top end. The Sound Enhancer from Omega Projects has been specifically designed to boost the frequencies that are often mute. It succeeds in making good samples sound brilliant, adding beef to the bass, and bring out the detail in the treble. Excellent for all serious Amiga samplers.
Contact: Omega Projects, 83 Railway Road, Leigh, Lancs WN7 4AD. Tel: 0942 682203. Price: £39.95

MISCELLANEOUS SOFTWARE

SUPERJAM

The Amiga software equivalent of the home synthesiser keyboard, one of those that plays itself, with 100 rhythms such as Pop, Tango, Swing and Latin. It aims to compose tunes almost by itself, with a bit of input from the user. Unfortunately the styles all sound like something you'd hear coming from one man and his organ busking on the seafront.
Contact: Meridian Distribution, East House, East Road Industrial Estate, London SW19 1AR. Tel: 081 543 3500. Price: £99.95

EZ-FM

With *EZ-FM* you can synthesise your own sounds for use with a sequencer or tracker. It uses a software emulation of FM synthesis, as used by keyboards such as the Roland DX7, and loads of more recent synths. You select a number of parameters with easy to use sliders and buttons, then set the program rending the sample, which you can then save out to disk, many of which are very useable, and cleaner than you might get from just sampling from another source.
Contact: The Other Guys Software, 55 North Main, Suite 301, Logan, UTAH 84321, USA. Tel: 0101 801 753 7620. Price: £59.95

»

» MIDI ADD-ONS

The Amiga's sampling features are excellent, but if you want to expand your musical options further still, get yourself some external MIDI equipment. Here are a few of the more interesting music boxes on the market.

A WORD ON MIDI

All of these wonderful devices can be connected to your Amiga via a couple of MIDI cables and a MIDI interface. Most CU AMIGA readers will already have a MIDI sequencer in the form of *OctaMED 4*, which came with the May 1994 issue (now sold out). The main advantage of adding a MIDI device to your system is the extra sounds that will become available, in addition to your existing Amiga samples. Synth modules are just like normal synths, but without a keyboard. These can be controlled from another keyboard, your sequencer or *OctaMED*.

AKAI SO1 SAMPLER

The SO1 is one of the cheapest and most practical ways of expanding your sampling options. It gives you an additional eight voices, and comes with 2Mb of RAM for sampling, giving you a total sampling time of 15.6 seconds



Akai's cheapest MIDI sampler, the SO1 gives eight channels of pro-quality sampling.

(expandable to 31.2 seconds with a RAM upgrade). The sample rate is fixed at 32KHz, which is below the rate of 48KHz used by most of its rivals, but this is with 16-bits (as opposed the 8-bits used by the Amiga) and in practice this is good enough to give crisp, clean professional results. A high density/ double density disk drive is built-in for loading and saving samples.

Despite the lack of a graphic display for editing, the SO1 is very immediate. Sounds can be grabbed, edited and used within seconds. Multi-samples can be set up across the keyboard range, so you can create your own drum kits, or more realistic instrument sounds. It's pretty basic, but the sound quality is top notch. Shame it's not stereo though.
Recommended.
Price:£799.00

ROLAND JV 35 KEYBOARD SYNTH

You'd be hard pushed to find a better entry-level synth than the JV 35. It's Roland's successor to their discontinued JV 30, and aims to cover all the bases without breaking the bank. It's 16 part multi-timbral (plays up to 16 voices simultaneously), and has its own built-in effects (four types of reverb and four chorus effects). The quality of the preset sounds is superb. As it conforms to the General MIDI standard, you're assured a good stock of all the bread and butter pop-rock-dance sounds, including a selection of pianos, organs, basses, strings, pads, brass, woodwind and percussion.

There are nine drum kits, with stacks of useful sounds including a good 808 kit, plus a few sound effects. The resonant filter gives more power to the synthesis side of things, and is instantly accessible via the front panel sliders. Synthesis is the only weak point. You can't build your own sounds completely from scratch. However, combinations of the filter and cut-off frequency can completely transform the sounds (great for techno and trance).
An excellent all-round synth.
Price:£975.00

ROLAND JV 90 KEYBOARD SYNTH

One of the JV 35's big brothers, the 8-part multi-timbral JV 90 has a longer 76 note keyboard. It builds on the features of the JV 30 with greater synthesis control, giving you more possibilities for creating your own sounds. Filters and LFOs can be edited for each sound, and can be given their own envelopes, so that they change in intensity as the sound evolves. The JV 90 is capable of some stunning sounds that fade in, fly around your head, spray you with moondust, then heave off into the distance. This is just the job for film soundtracks and atmospheric ambience. On top of these amazing pads and effects, there are heaps of rich orchestral instruments, and a lots of in-your-face lead synth and bass sounds, not to mention the drum kits.

There's plenty of "synthability" here, and although programming new patches isn't child's play, there are a few sliders to make it just that little bit easier.
An adorable synth.
Price:£1375.00

ROLAND JD 990 SYNTH MODULE

For the JD 990, Roland squeezed the legendary JD 800 into a rack-mount module. The JD 800 has since been discontinued, but is still cherished for its analogue style panel of knobs and sliders that make editing sounds so much easier.

The other half of the JD 800's appeal was the sounds it made, and although you lose the knobs and sliders with the JD 990, you still get those delicious sounds. Like the JV 90, it's the epic pads and effects that make the JD 990 stand out from the crowd. They're absolutely stunning, some of the pre-set sounds are almost complete ambient soundtracks in their own right!

Although the module uses digital synthesis, there's a definite analogue feel – the basses can be extremely deep and smooth. However, editing the sounds on the LCD screen is a far cry from the immediacy of the JD 800's control panel. All the usual orchestral sounds are catered for admirably. *This is definitely one of the best rackmount synths money can buy.*
Price:£1599.00

YAMAHA TG300 SYNTH MODULE

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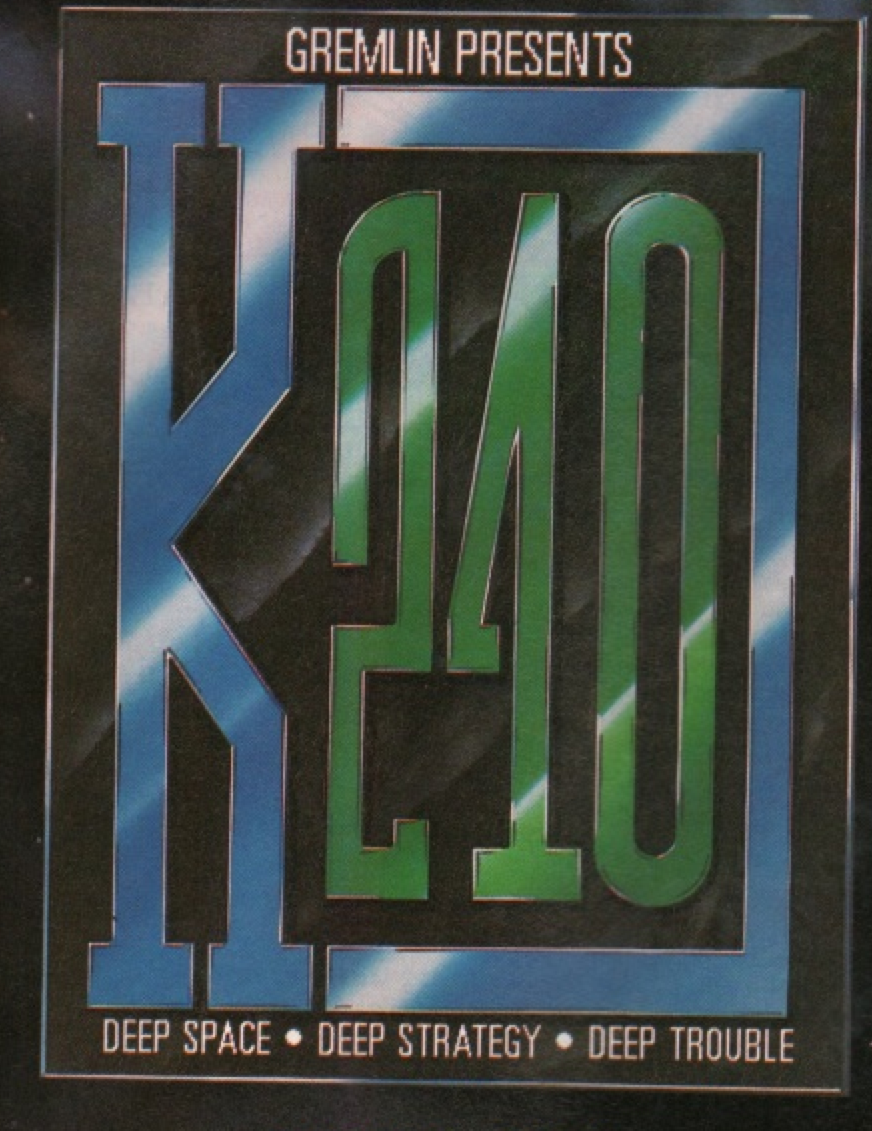
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CD32 ZONE

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NEWS

You will notice when you turn over the next couple of pages that we have started to include CD32 hardware previews in this section. Well, what do you expect? This is the CD32 Zone after all, where we want to cover everything to do with CD32, not just the games. The only reason we haven't given any space to CD32 hardware in the past few issues is that the actual hardware has been quite slow in appearing. But the next couple of months promise all sorts of add-ons and expansions, like the fabled SX1 — watch out for the full review next issue! The CD32 just a games console? Hah!

Tony Dillon
Games Editor

EXCITING NEW HARDWARE

It's a hectic month for CD32 and Amiga CD-ROM technology. Later on in this very issue we review the first Amiga 1200 CD-ROM drive, but there's more. As exclusively revealed last month Eureka has developed a CD32 plug-in expansion which allows you to control the console from a normal Amiga and transfer files between them. We have also just been informed that the much awaited CD32 SX-1 expansion is about to finally ship.

The Communicator plugs into the keyboard port of the CD32 (on the left hand side, in front of the two joypad ports). Its shape and colour matches closely with that of the CD32, and from the box comes a cable which plugs into the other Amiga. Software is then run on both the CD32 and Amiga (supplied on CD disc and floppy disk) which allow you to control the CD32 fully from the Amiga. You can transfer files, load pictures, play sound files and control FMV titles. It's all done, reportedly, via user friendly software, that figures out nasty things like baud rates for you, thus leaving you just to concentrate on selecting the files to be transferred or playing sound the way it should be.

There is also the ability to control FMV playback from within Scala — multimedia authors will find this aspect appealing. The Communicator is available from Meridian Software, tel: 081-543 3500.

MICROBOTICS SX-1

This is one of the most awaited CD32 expansions, and should be available as of next month.

The SX-1 provides just about every expansion you could want on a CD32. These include keyboard interfaces, disk drive interfaces and RAM expansions.

CU AMIGA will have reviews of both products in next month's CD32 Zone section.

DREAMING ON AND ON...

As you sit reading this, Empire Software will be putting the finishing touches to the world's first adult adventure, *Dreamweb*. If you haven't read about it yet, then you won't know that this film nóir adventure game features some of the most depressing dialogue ever seen in a game, is very dark, has plenty of violence and bad language, but is handled in a non-sensationalist way.

You play Ryan, a man brought into being by the Keeper of the Dreamweb – a higher plane of existence that is being threatened by a group of seven mortals, the same seven that Ryan has to hunt down and destroy. For the CD32 version of the game, Empire has recorded the entire script of the game using a selection of top actors, including regular LBC broadcaster and poet Martin T. Sherman as the voice of Ryan himself.

We'll hopefully have a full review next issue. Call Empire on 081 343 7337 for more information.

BREEDING ON CD



Team 17 has announced its plans to convert *Alien Breed 2* to the CD32, and it looks like it is going to have a great time with it. As well as the original *Alien Breed 2* levels, the Wakefield bunch are intending to include all of the 50 new levels from *Alien Breed Tower Assault* – the stand alone game being released on budget for floppy machines.

On top of all that there is, of course, CD-quality sound, *Lightwave* rendered animations, plus speech and all the other things you would come to expect from a full blown CD-Rom product.

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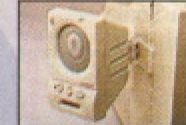
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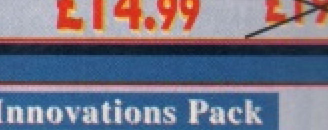
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A completely dressed room from level one, with full lighting effects and transparency on the glass.

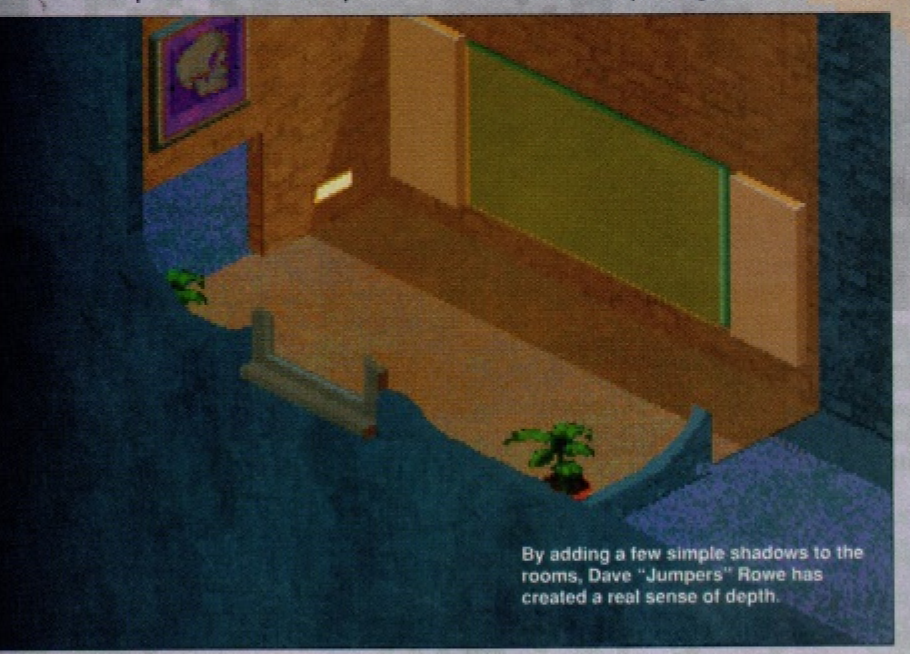
Diary of a game

Well, it's five months in, and *Space Academy* is really taking shape in a big way. It all might have seemed a little broken over the last five months, but that shows just how much background work needs to be done before the game can be thrown together in the final stages. At the end of the last issue, John Jones Steele, rugged programmer of Cardigan Bay was busy trying to get his escalators working, and Dave Rowe, man of a thousand sweaters was hammering away at the graphics for Mindscape's milestone. We join John once again.

"We have found that our original Milestone list was not achievable, giving the amount of graphics that Dave needed to draw to allow me to make the puzzles he has devised work. We have discussed this with Mindscape, and have inserted another Milestone into the list," begins John, showing that even the most experienced programmers can be thrown at times.

"This has allowed us to split the work on level one into two parts. The first part has been completed and consists of the complete level with all the doors and escalators working and we are now coming to the end of the second part which is the whole level with all bits and pieces complete.

"One of the changes we are now implementing on the original specification, is that we had planned on using roughly drawn rooms for the initial work, replacing them with more finished rooms as we progressed with the game. Dave has found that producing finished rooms from the rough rooms is taking about 70% longer than producing finished rooms in the first place, so from now on all rooms will have the finished textures on from the beginning. This will also speed up my work as I will only have to produce the masks required for each room once."



By adding a few simple shadows to the rooms, Dave "Jumpers" Rowe has created a real sense of depth.

The work on the graphics has been held up by other factors as John is only too happy to explain.

"We had planned by this stage to be using *LightWave* to generate the frames of the animations. Unfortunately, it is still not available in the shops, and apparently won't be available until the middle of next month." (Time of this issue going to press – June.)"

The joy of creating anything is that first hint of a finished product, and John is full of joy at the moment.

"Now that we have the escalators and doors working properly, it is time to actually play the first level and make sure the puzzles that we have all work correctly and give the correct level of difficulty so that you will all

PART 5

rush out to buy a game that will give you both plenty of entertainment and longevity of play. The last thing we want is for people to tell us they completed the whole game in one evening.

"We want everybody to have weeks of enjoyment from the first title from the Stellar Genesis Agency."

But it's not all fun and games, is it John? After all, besides trying to have barbecues in the middle of thunderstorms and planning limitless holidays to Florida, what else has been going on?

"A lot of time this month has gone into the workings of our hero's laptop computer. The original design (a picture of the same was published last month), had a row of buttons along the bottom which we found were not very intuitive in use, and we have now settled on a liquid crystal type display with smart buttons at the bottom (see pictures on page 45) which allows much more information to be displayed without cluttering up the picture with lots of buttons. The laptop can be accessed at any time during the game when you require



One of the SAS troops viewed from various angles. Go on John, admit it... it's you isn't it?

information, but it will also make itself known to you when it has any information for you. For example, if you try to get into a locked area, it will tell you the reason you can't get in. This might be that your security level is not high enough, when the laptop will tell you what level is required or that a combination is needed. That will need to be searched for. The laptop can also be plugged into various bits of equipment that you find on your explorations and will then allow you to control it.

"One of the main bits of equipment you can control on the first level is the switch room. The switch gear in this room allows you to change the direction of some of the escalators you will find that are going in the wrong direction. The direction of all escalators on the level is available at all times, as long as you have visited the room in which it is in."

Already the Stellar Genesis Agency are well aware that the game is turning into something much bigger and more tricky than they ever expected.

"As I said last month, we wanted the first section of the game to be a gentle introduction to the game, allowing the player to gain experience in controlling the character and interacting with the various switches that appear in the game without being constantly attacked by the SAS (*Space Academy* Saboteurs) troopers. With this in mind, the first 10 rooms comprise a closed off level that allows you to wander around with impunity. Once all these rooms have been fully explored, your security level will be increased by one and access to the next section of level one can be achieved. This will then give you your first meeting with the SAS men, except for the view seen on the video wall. The main reason for fully exploring this first section is so that you can find your first weapon and the ammunition you need to use with it. Without this the next section will be lethal. The first encounter with our transporter device is also found in this first section, and it will be advisable to move certain objects found into a safe area which can be accessed at a later date.

"This is the part of the game that I am concentrating on now. The SAS men need to be threatening enough that they will need to be removed from the action as soon as possible, but not so deadly that you get killed the moment you enter the room. The intelligence of these troopers will get progressively more and more acute as the levels are completed, so be prepared. What removed them from the action in level one is not guaranteed to do so in any of the other levels!"

Still, that's enough about the brains behind the team, let's talk about the beauty for a while.

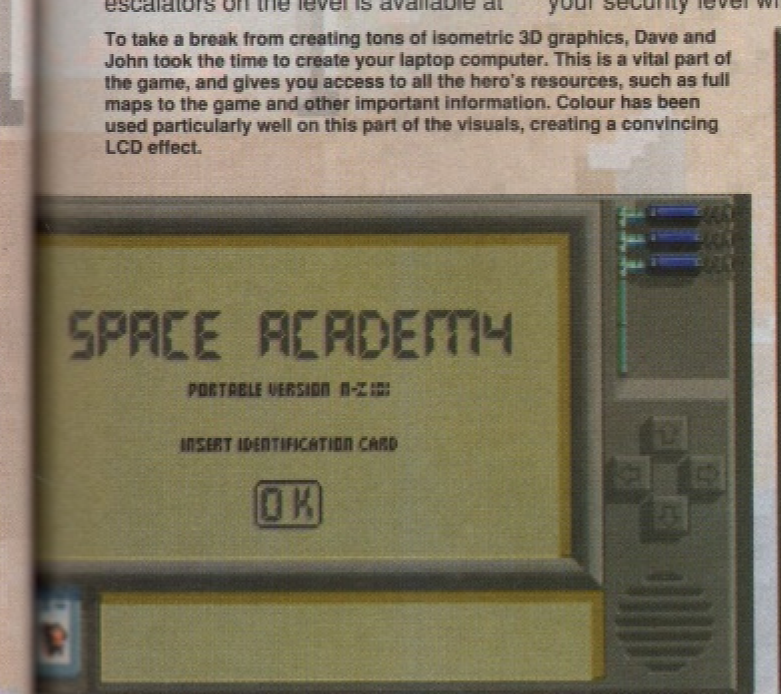
"Dave in the meantime has completed the final graphics for the first section and is concentrating on producing final rooms for the next three levels. We have worked out all the puzzles that we want to put in these levels and also the interlinking between the different floors in this building. Just because you have completed a level, don't think that it is the last time that you will see it. As there are eight lift shafts in this building, be prepared to use them all. Each lift shaft requires a different security level, so that on completing level one, you will find that only one or two lifts are available to you. After completing certain sections on higher levels, it will be necessary to go down to a previous level and find another lift, that is now accessible, to enable you to enter the next section."

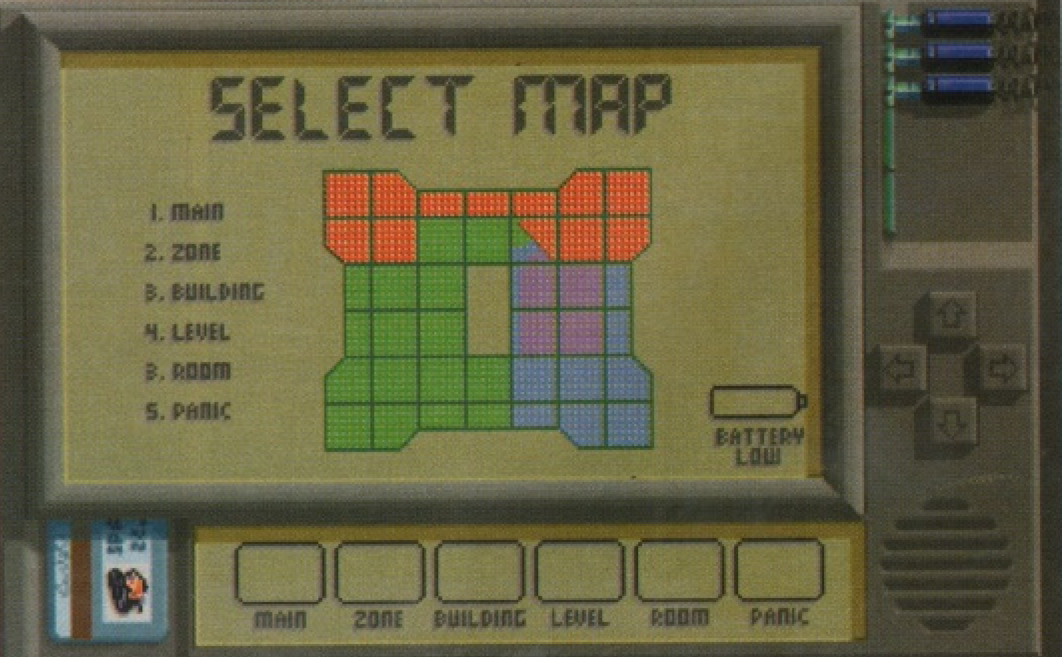
Phew, what a busy month! What's happening next month, John?

"While we slog on with the next few levels, Dave will bring you an insight into how the graphics for the game have been thought out and produced, along with all the headache producing problems that we have found during the upcoming four weeks, while I take a break from the article writing and concentrate fully on getting both the CD32 and the PC CD-ROM versions running smoothly."

See you then! 

To take a break from creating tons of isometric 3D graphics, Dave and John took the time to create your laptop computer. This is a vital part of the game, and gives you access to all the hero's resources, such as full maps to the game and other important information. Colour has been used particularly well on this part of the visuals, creating a convincing LCD effect.





NOVASTORM

WIP PART 2

In the second part of our three-part look at Psygnosis' new CD epic, Tony Dillon travels down to Kings Cross to find out how a game like this is designed. Prepare to be surprised.

The first thing that needs to be explained this month is that the name of *Microcosm*'s sequel of sorts has been changed, as you may have noticed at the top of this page. With the release of *Scavenger* the movie racing toward the horizon, Psygnosis kindly decided to rename the game to avoid copyright problems, and came up with the slightly more snappy *Novastorm*. There you have a perfect example of how even the most fundamental parts of a game design and construction can change radically during the course of coding and design.



BACK TO THE START

But going back to the beginning, the design of *Novastorm* began the moment the FM Towns version of *Microcosm* was complete. Fujitsu, the parent company of FM Towns had a lot of say in how the game would be when it was complete, and worked very closely with Psygnosis on honing what was already present in *Microcosm*, and hopefully improving upon all of the good points.

What followed was a thinning out process, where the original game design for *Microcosm* was stripped down as far as it could, leaving Psygnosis with the simplest of shoot 'em ups; something that seemed to fit the FM Towns market just fine.

One of the biggest criticisms of *Microcosm* was that there was so much going on, what with the maps and being able to use more than one power up at a time; that the game became confusing to play.



Everything in *Novastorm* has a forced organic look about it, as opposed to the natural organic look of *Microcosm*. This is due to the change from *Soft Image* to *Alias* for the rendering, and the difference is quite astounding. A particular favourite has to be the Scorpion (inset top left).

Every comment has been taken

Lens flare and hazing techniques have been used to give a photorealistic look.





on board, and a lot of people are going to be very pleasantly surprised by *Novastorm*.

STRAIGHT AHEAD

For a start, there are no junctions or forks anywhere in the game. Like most shoot 'em ups, the game will follow a linear path, with your route chosen for you, leaving you to concentrate on killing the bad guys. Although this might seem like a step backwards, it actually looks like it will make the game a lot more playable. That, plus the fact that a lot more time is being spent on the attack waves this time.

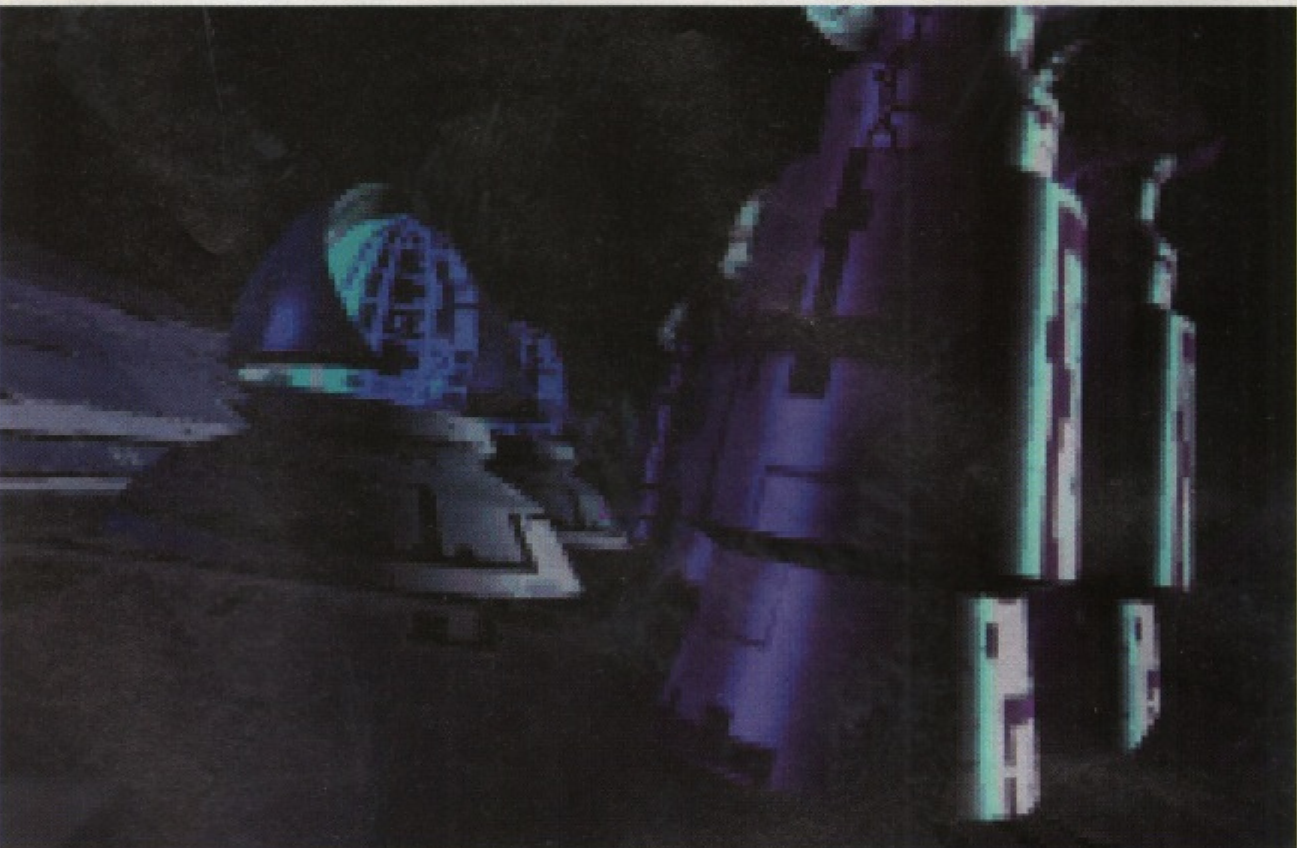
In *Microcosm*, some of the aliens did have a tendency to zip past you and disappear without you really having much chance of taking them out. This time they act in a far more traditional way, which again should improve the playability no end.

FEEL THE WALLS CLOSING IN

The final big change that has been made to the game is the fact that you can now interact with the background. You can crash into walls, or cause other ships and missiles to crash into walls, forcing the player to concentrate a little more than perhaps they had to with *Microcosm*. Instead of weaving randomly around the screen, they now have to watch where they are going, and as the screen is constantly moving, with platforms and other jutting objects to block the player's way, you're going to need to be particularly nifty with a joypad, especially on the later levels.

TRADITIONAL OLD ENGLISH PUB

All in all, the design for *Novastorm* points toward a far more traditional shoot 'em up than *Microcosm* – something that should make the game an even bigger success than the previous game. Obviously the graphics will be of the same high quality, if not even better, but the familiar layout of the game should be enough to convince many CD32 owners to rush out cash in hand. If you aren't excited yet, then watch out next month when we take a look at the making of the intro sequence to the game, plus an in depth look at the music for the game, which is being pieced together as I write by resident Psygnosis muso expert Kevin Collier, the man behind the *Microcosm* music. CU



The cities of the game are dark and ominous places, sitting almost completely in shadow most of the time. Still screenshots look impressive enough, but you should see it move!



THE WEAPONS OF THE SCAVENGER

To give you some idea of how detailed a game design has to be, here's an excerpt from Paul Hilton's design document, outlining the weapon systems of the player.

"The weapon system for *Scavenger 4* is reminiscent of Gradius in design. It is represented by a scrolling bar in the bottom of the screen. The highlighted icon in the centre is magnified and accompanied by a sample when it is first activated. Power ups are gained by collecting tokens (there are three tokens: Gold, Silver and Bronze, they have respective cash equivalents) which are revealed by destroying waves. The system allows the player to select the weapons systems that he or she prefers. All power ups have a restricted use. When this is achieved the icon becomes half bright and is no longer available.

The tokens move the scrolling bar at the bottom of the screen in the following order:

1. Speed Up. Speed Up increases the speed of the shots.
2. Single Shot. This increases the power of the single shot by one.
3. Double Shot. This increases the main ship shot to a double shot. Selecting this power up when you already have a double shot increases the power of the double shot.
4. Treble Shot. This pick up gives the player a treble shot. Again this power up increases the power of the treble shot when selected a second time.
5. Homing Missiles. Homing Missiles destroy one enemy. You can have a maximum of four homing missiles at any one time.
6. Wingmen. You can add a maximum of two wingmen to your ship. They hover around the wings of your ship firing a predefined weapon.
7. Trailers. Trailers follow your ship, a maximum of three are available. Again they use a pre-defined weapon type.
8. Plasma Bolts. Plasma Bolts are brightly coloured hoops. Selection after this increases power and size of the hoops.
9. Beam Laser. This gives the ship a beam laser. This power up causes the central ship to fire short bursts of laser fire. Once the Beam Laser is powered up to maximum one more selection is available. The final selection of Beam Laser causes the beams to home in on enemies.
10. Laser. The laser shoots a long beam of laser fire. Movement of the ship is restricted when using this weapon.
11. Shield. The shield prevents enemy shots from harming the Scav ship.
12. Smart Bomb. This adds one to your Smart Bomb cache.
13. Extra Man. This adds one to your ship total.

INSIGHT DINOSAURS



Optonica show off what its Interplay system can do with this tie-in with The Natural History Museum. Tony Dillon drags himself out of the swamp.



OK, so all the hype over *Jurassic Park* died a long time ago, but that doesn't stop dinosaurs from being interesting. This is obviously something that Optonica have realised, which is why they have pieced together such an excellent package as this one. I have to admit that I have always doubted the viability of encyclopedia on CD, but that could easily be because most of them just aren't any good. It's quite a nice surprise to come across a package like this one, that has obviously been thought through properly, with a lot of time and effort being spent on it, although it is a little weak in some places.

WHAT IS ON THE MENU?

Like any good encyclopedia, you begin with a main menu, and from there have to find your way to whatever you want. You can do this by simply browsing through the many 'pages' in the 'book' until you stumble across something that catches your eye, or you can go to the index and look up anything specific. The index takes the form of a scrolling list, and you can jump straight to any part of the book by clicking on the name. The control method is as simple as it



could be. Large, well drawn screens show you exactly what to expect, and all you need to do is click with the red joypad button on the option you want. If you want to return to a previous topic, or just skip the current screen, then clicking on the blue button takes you back through all your choices until you reach the main menu.

INFOMANIA

There is an absolute wealth of information on this CD, presented in a variety of different media. The bulk of the actual factual information is in easily-readable text files, but that's only part of the package. The entire thing is read by a Tom Baker soundalike, whose gravelly tones are just interesting enough to keep you listening, although the script itself is enough to keep you interested anyway.

VIEWING FEST

The real beauty with this package, though, are the visuals. Using a combination of photographs, artists impressions, CDXL film and model animation/rendering, Optonica have managed to create a convincing enough portrayal of what life was actually like when the dinosaurs were alive. Some of the illustrations used are quite staggering, particularly the CDXL model animation, which has to be seen.

On the whole the presentation is incredible, but there are a few points where it all gets let down. On the CD32, a lot of the CDXL animations are blown up on screen, to create an 80% window, which looks blocky and nasty. Also, most of the 2D illustrations that have been are poorly drawn and badly animated, which is a shame because they are overlaid on some spectacular backdrops. I can't help but feel disappointed at this large glitch on what is otherwise an incredible collection of images.



There can be no doubts at all as regards the accuracy of the information on the CD, as the whole thing has been created in conjunction with the Natural History Museum in London as part of their Dinosaurs exhibition. In a way, it's their seal of approval that makes it all the more interesting.

So if you are interested in Dinosaurs at all, or would just like to spend a couple of hours educating yourself, I really can't think of any better way to do it. What an absolutely amazing package! CU



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EASE OF USE 93%
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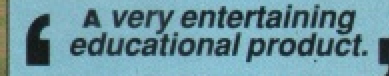
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EFFECTIVENESS 91%
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FLEXIBILITY 90%
You can look up anything you want, in any format you want, from any position.

INNOVATION 91%
Encyclopedia on CD have been done before, but not this well.

"A very entertaining educational product."




The Halls Of Valhalla are the centre of the game, and it's from here that you access all the worlds of the game. As you collect icons, more and more doors open into the various worlds.



This is one of the strangest puzzles you'll find near the start of the game. The two stones both have signs on them, and you have to figure out which one to hit.



SCREEN STAR

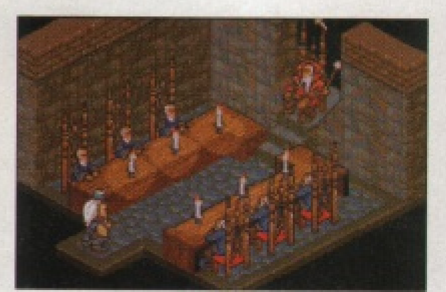
HEIMDALL 2

It's already had rave reviews for the A500 and AGA versions, so it's only natural that Tony Dillon should walk into this review with his head held high and a look of pleasant expectation in his eyes.

Right, it's time for all you CD32 owners to stop glaring with contempt at your floppy-owning friends. Core have done the decent thing and converted the incredible follow up to *Heimdall* to the CD32. OK, so they haven't done a hell of a lot with the game during the conversion (turning the text into speech would have been a welcome boost), but then they have added a hell of a nice soundtrack to it, so that's all right then.

THE PLOT

Like the first game, it's an isometric-scrolling adventure game with terrific graphics, sounds and animation, and a lot more of an adventure. Once again you take the role of Heimdall – the only man to take on the Gods and win – who has


Just one of the hundreds of glorious and atmospheric locations in the game.

returned to Earth to restore harmony and drive away the menace that is Loki. OK, so the plot might not be up to much, but that's fine because the game it's standing behind is so good.

It's a very intricate game, with numerous quests between quests, that all add up to a complete story. You don't actually begin the game with a task as such. Instead you are taken through the various worlds from the Halls Of The Gods, and the tasks you have to solve make themselves apparent as you talk to people. For example, when you come through the first door, you will hear a lot of people talking about creatures called Hakrats.

There are two villages in the first world, and both of them assume that the other is responsible for sending the Hakrats to attack. So the first thing you need to do is convince the chiefs of each village that it isn't the case, and that the Hakrats are actually being sent by Loki. Along the way you have to rescue the daughter of a fisherman, steal a royal coat of armour and travel back and forth between this reality and the twilight world. And all this within the first ten minutes of the game commencing!

THE PUZZLES

The end result of these stacked tasks is that you never feel lost, never feel like you are in something that is way too big. Every task can be solved within half a dozen screens or so, and this tends to make the game quite intense a lot of the time – to the point where you don't really want to turn it off when bedtime comes! As you play through the game, the overall plot is unfolded, until you reach the glorious climax when... well, you'll have to play it, won't you?

Like I said, there aren't any actual enhancements to the game itself, which is no bad thing when you consider that Matt Broughton from the *The One*, the man who is harder to please than most, gave it a whopping 90%. The soundtrack is fairly incredible at times, sounding very much like a classic Viking movie theme tune, swelling and fading to match the on screen action. The game is a little short on sound effects though, which is a shame as it could do with a more varied selection of clangs and thuds in the fight scenes. It's surprising how little the sound has been improved overall, considering the format the game is coming on. A little speech here and there wouldn't have gone amiss, but you can't have everything can you?


The game gets less and less Viking-looking as you progress.

THE CONCLUSION

The CD32 needs a lot more in the way of adventures, simply because CD is the perfect format to supply them on, and Core have done well in getting this one out as quickly as they have. It's a big game. It's a great game. Well worth getting hold of. CU

CORE DESIGN £29.99

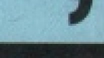
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RELEASE DATE:	OUT NOW
GENRE:	RPG
TEAM:	8TH DAY
CONTROLS:	JOYPAD
NUMBER OF PLAYERS:	1

GRAPHICS	85%
SOUND	84%
LASTABILITY	91%
PLAYABILITY	90%

'Highly playable RPG, just what the CD32 needs.'



OVERALL 89%

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A SAMPLING SENSATION

Whereas other attempts at high quality sampling add-ons have been tied to the limits of their own software, and hence become white elephants to all but a minority of users, Microdeal's new baby promises mass appeal largely because of its *OctaMED* compatibility.

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As for the sampler itself, it connects to either an A600 or an A1200 through the PCMCIA slot. There will be two versions of the cartridge available. The basic model will feature 12-bit sampling. This will be expandable to the high-end version, which will offer 16-bit output. Direct to hard disk recording will also be possible, with rates of up to 40KHz and above on an A1200 with a fast hard drive. It won't leave a big dent in your bank account either – the high-end version will sell for less than £100, with the basic model cheaper still.

HOW TO WIN

The trouble is, Microdeal haven't decided on a name for their baby yet. Which is where you come in. Microdeal want you to think of an apt, snappy name for their latest invention. Whoever suggests the best name, in the opinion of the Microdeal staff, will win a full 16-bit version of the sampler, plus a portable CD player. Two runners-up will also receive a 16-bit version of the sampler.

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And don't forget to include your name and address on the back of the card. If you win we'll need to know where to send your prize.



COMPETITION RULES

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SCREENSCENE

Summer is here at last, and it's 80 degrees in the shade. Not that any of us really mind being sat inside through the long, hot afternoons, as there is more than enough in the way of exciting new products to keep us glued to our screens until Christmas. The August issue normally is the bane of the magazine publisher, as software houses tend to go off on holidays and the software flow is not as fast or furious as it normally is. But not so this August, if you are football crazy or indeed football mad you'll just love this issue.

A CU Screen Star is for games scoring 85%-92%. If a game gets one of these, it'll be of lasting quality and you can rest assured that, if you decide to purchase it, you won't be wasting your money.





93% and a game's worth a Superstar. We hardly throw them around, but if a game gets one it'll be completely outstanding.

You know, even though we've only known these games for a couple of weeks, it seems like a lot longer. Is it really love at first sight, or just a first impression?

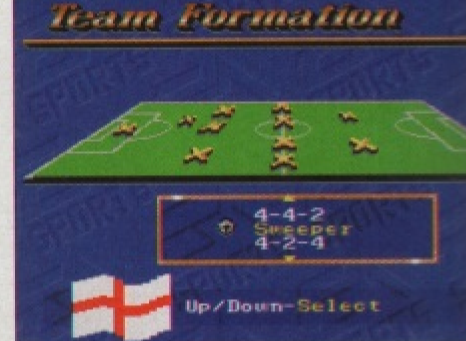


FIFA INTERNATIONAL SOCCER

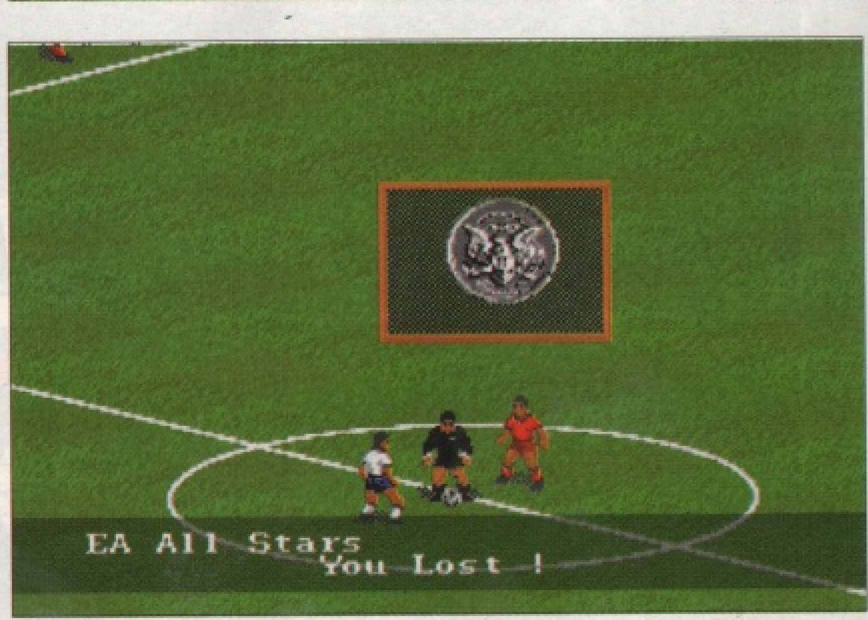
ELECTRONIC ARTS



Left: Goalmouth action in *FIFA International Soccer*.
Below: The game will feature a full tactics editor.
Bottom left and right: There are over 2,000 frames of animation for fully realistic players.







THE GAMEPLAY: It's a soccer game, currently being converted from the SNES and SEGA Mega Drive versions. It's been hailed as the best console football game ever, with 48 international teams who look and play like their real-life counterparts. There are over 2,000 frames of animation in the game, so the game naturally looks superb, and the unique 30 degree isometric view gives a whole new slant to the game.

WHAT'S NEW: A lot of time and effort has been spent on getting the computer intelligence just right, allegedly adding a whole new level of realism and authenticity 'never before seen in a soccer video game'. EA Sports Stadium sound gives even more depth to what should be quite a presentation experience.

BEHIND THE SCENES: As I said, the Amiga version is being converted in-house from the immensely popular console versions.

FIRST IMPRESSIONS: With so many football games around, it's a little tricky to be unbiased with any kind of initial impression, but going on the track record this game already has, I have to admit that I'm really looking forward to seeing it.

We'll have a more in-depth preview in the next issue of CU AMIGA, so keep those eyes open.

IMPRESSIONS

VITAL LIGHT

MILLENNIUM

THE GAMEPLAY: *Vital Light* is a puzzle game, but you can probably tell that from the screenshots on this page. Sort of a cross between *Tetris* and a shoot 'em up, the idea behind *Vital Light* is to destroy the pieces that fall towards you by shooting paint at them, and hopefully turning them all into the same colour. You only have a limited amount of each paint, as well as working against the clock as some of the pieces come at you very quickly indeed.

WHAT'S NEW: Speed. In games like *Tetris* and *Columns*, pieces always fall at the same speed as the others. In *Vital Light*, pieces fall at all different speeds, and if one should hit another on the way down, both will cannon towards the ground faster than before. Things get a little frantic at times, I can tell you!

BEHIND THE SCENES: The game has been conceived, created, designed, coded, drawn and produced by a new Spanish programming team called Effecto Caos, who wrote to Millennium one day with an almost complete product, which the Cambridge people then simply lapped up.

FIRST IMPRESSIONS: Having played a multiple level demo of the game, I can honestly say that it is one of the most infuriatingly addictive games to appear on the Amiga in a while, and I just can't wait to see the finished thing.

We'll have a full review next issue. So watch out.

ALIEN BREED 2 - TOWER ASSAULT

TEAM 17



THE GAMEPLAY: Not so much a sequel but a continuation of a sequel. The actual sequel itself was so popular that Team 17 decided that there was a lot they could do with the existing format that they hadn't tried, and as a result began work on this budget-priced extension of *Alien Breed*. The update, which you won't need the original game to play, will feature a total of 50 new levels, similar in design and style to the existing levels, with at least three new types of alien, although Team 17 are looking at the possibility of adding as many as five new types.

WHAT'S NEW: To be honest, nothing at all. The game is merely a continuation of the previous game, and therefore doesn't feature much that hasn't been seen before.

BEHIND THE SCENES: Andreas Tadic and Rico Holmes, the two young men behind the original *Alien Breed* games, have taken a backseat for this one, although Andreas still has a hand in supplying the graphics for the game. This time around, Stefan Boburg is the person behind the coding duties, and if you think you've seen that name before a couple of hundred times, that's only because Stefan was the man who came up with that well known compacter LHArc, as used by more magazines and software houses than anything else.

FIRST IMPRESSIONS: What can really be said? If you liked *Alien Breed and Alien Breed 2*, then you'll like this one. We'll have more on this in the next couple of months, shortly before its September release.



Andreas Tadic has excelled himself again with *Tower Assault*.



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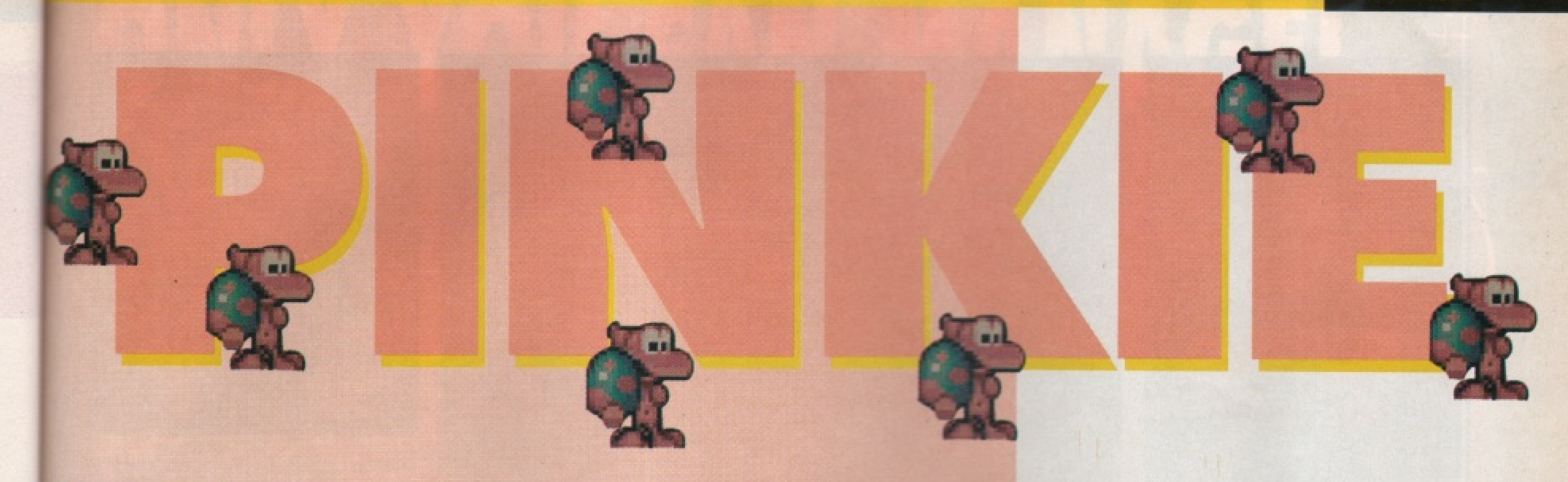
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WIP

Millennium has done a first in the software industry — marketing a character, and then building a game around it! Tony Dillon sits down with Marketing Manager Keith Smith to find out more.

You will have heard a lot about *Pinkie* by now, although you might not have actually seen anything on the game. This is testament to the fact that *Pinkie* is a person in his own right, with a hell of an exciting life. Who would have thought that this little pink bundle of fluff would end up appearing in several newspapers, have his own single released and get his own TV show by the end of this year! And now, he's in a game as well.

To bring you up to speed, *Pinkie — The Game* is an unusual little platform romp that plays more like a puzzle game than anything else. Although you have to leap and hop from ledge to level like a platform game, you spend most of your time solving problems and working out how to get from A to B, more like a puzzle game. *Pinkie* himself is a cute, caring alien from the planet Purple, who is on a mission to rescue all the eggs left in odd places around his planet, and trade them in the local shops to soup up his Pinkie Pod – a strange motorised unicycle with a boxing glove built in.

IN THE PINK

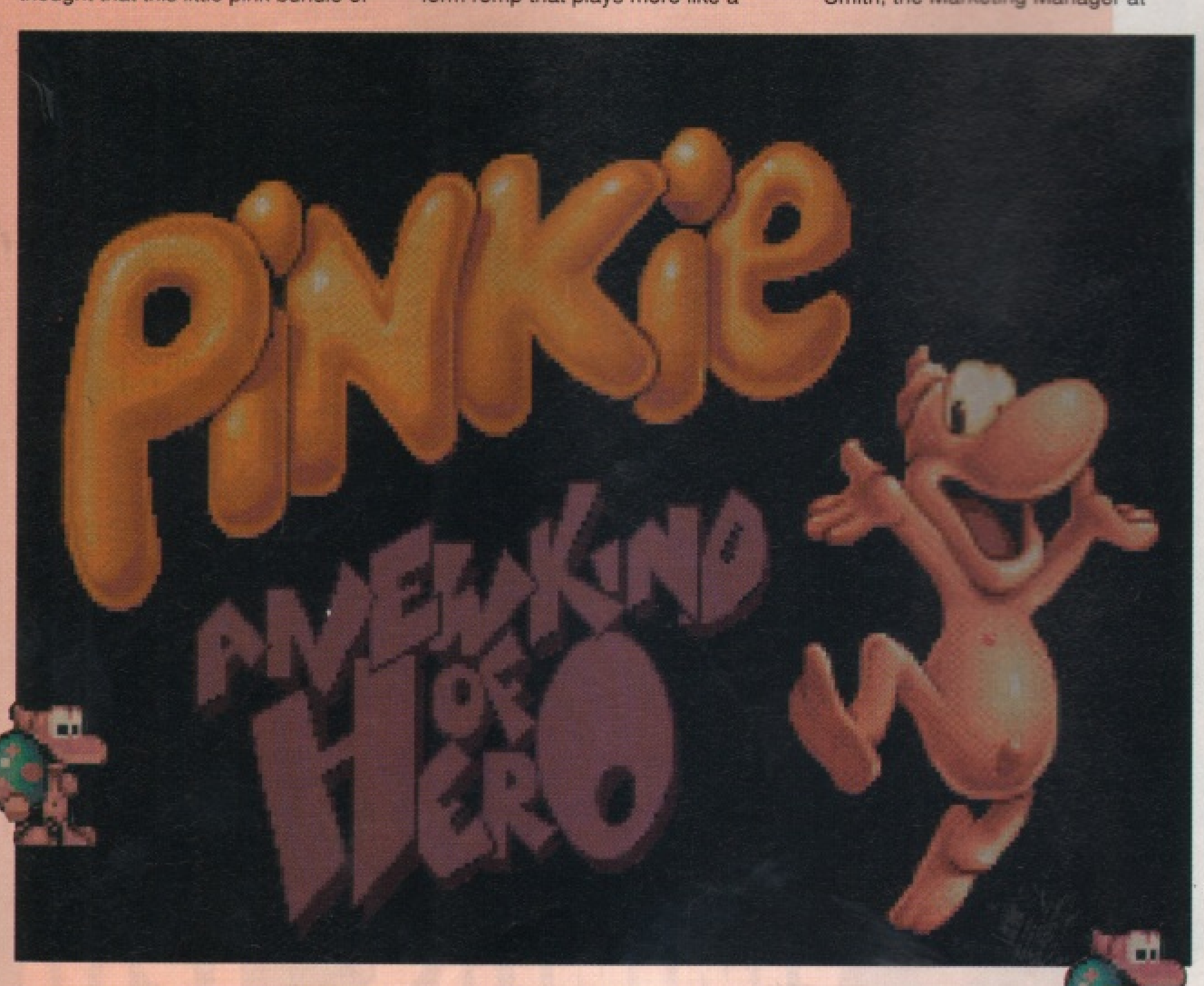
The game has been coded by Data Design, with Millennium taking a back seat for much of the production time. As a result, it has been able to spend a lot more time on the marketing aspect of the game, and Keith Smith, the Marketing Manager at Millennium is looking dead pleased with himself. One sunny Thursday afternoon, he introduced me to the future of platform games.


At the end of each level King Pinkie tells you what he thinks.

"Pinkie started off as your typical platform hero. He had everything that all platform characters of a year ago had. He was cute, he looked nice, he was different. The thing that struck us most was the potential for really nice, cartoon style graphics which we've never really done before. We've never had a game with such cartoon-like graphics. There are no rough edges where pixels meet pixels, it's all been smoothed off and it looks great."



If you look at the screenshots on these pages you have to agree. *Pinkie* has a lot of character, and that's one of the things that makes the game so appealing. Every single movement is loaded with personality, from the set look in his eyes when he runs to the way his hands operate the levers on his Pinkie Pod.



TESTING TIMES

How do you decide what sort of game to create around such an obviously marketable persona?









Keith explains: "We market tested it very early on with a focus group, and asked them what they thought of *Pinkie*, and the kids that we had in completely ignored the platform side of the game and went for two elements. Number one was the cuteness, and number two was the puzzle element of the game.

"Even in the early days of the game the levels were there, they just needed filling up. Certain screens we were showing them were just blocks



where the graphics were supposed to be, and they were having a look round those. The thing they found that was really good was the way that you could go all the way through it, and then get chucked back to the start again because you had done something wrong. They liked this factor because you end up spending a lot of time with Pinkie."

SPIN DOCTORS

So this lovable character is such a hit with the kids they even want to fail a



The Pinkie Pod is a vital part of the game, taking you to all the places you wouldn't normally reach.

bit at the game so that they can be chucked back to the beginning of the game and be able to spend even more time with Pinkie.

There are some who would say that being thrown back all the way to the start of the level would be an incredibly frustrating thing, but after



playing a couple of the finished levels, I can honestly say that this isn't the case at all. Pinkie is a lot of fun to watch, and a lot of fun to play. The popularity of this character is so widespread, he even has a single coming out. It should be just about to hit the shops as you read this, and '*Play It*', as it is known, is the first time an actual computer game character has recorded a single, something Millennium are particularly happy to crow about.

"We were approached by the company that did the Mr. Blobby single – Station To Station – they asked whether we had any characters that might have good audio potential. So we went to see them virtually the next day. We showed them the screenshots, the artwork we'd had produced and the profile of *Pinkie*. I had this feeling that it should have this mad, techno, silly, sort of 2 Unlimited music, because it was just perfect for that sort of age. Station To Station then went away and worked for a month on what they thought would be a marketable single. In that time, because of the regulations, we had to have Pinky signed to a record label, and Message Music, who had Kelly Smith (who went under the monicker of Little Sister) on their books were looking for a good platform for her to emerge from. So she was ideal for the single. We came up with a deal where they would create all the in-game music as well."

PINKIE INTERACTIVE

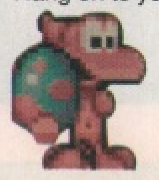
Another interesting point about the single is the fact that it's the world's first fully interactive CD single. The person playing it can actually mix the track in real time and compose their own version of the Pinkie single.

"When we were doing the in-game music, we came up with the idea of putting all the tracks on a CD single, and then allowing someone to hit a 'random play' button and just play a selection from the CD," said Keith. "They're not all just mixes of the same single, they're sound



effects, they're beat effects and everything else you can think of. Track 4, for example, would be whooshing noises from the single put down under a house beat. If you play it, it stands up. Each track is something stupid like two-tenths of a second separation. It never misses a beat when it goes from track to track. It's an interesting purchase, because there are no other singles around that will let you do that. It's not totally interactive, because anyone who knows what interactive means will puke at the idea, but it gives you a bit of freedom to select your own noises and make your own mix of *Pinkie*. We were very pleased with it as a single, and as a soundtrack. When you listen to the game with the soundtrack behind it, you start to get a feel for where *Pinkie*'s pitched. When you look at the screenshots, you think five-year-olds. When you listen to the music, you think thirteen-year olds."

Whatever you think, I can reveal now that *Pinkie – the game* is shaping up to be something very interesting, if only because most people know the character better than the game itself. It's being released towards the end of next month, and not only will we have the exclusive review next issue, we'll also have the exclusive coverdisk! Hang on to your hats! CU



Super Putty was one of the funniest platform games ever released, and now System 3 have come up with a sequel. Tony Dillon prepares to have his ribs tickled and his sides split.



PUTTY SQUAD

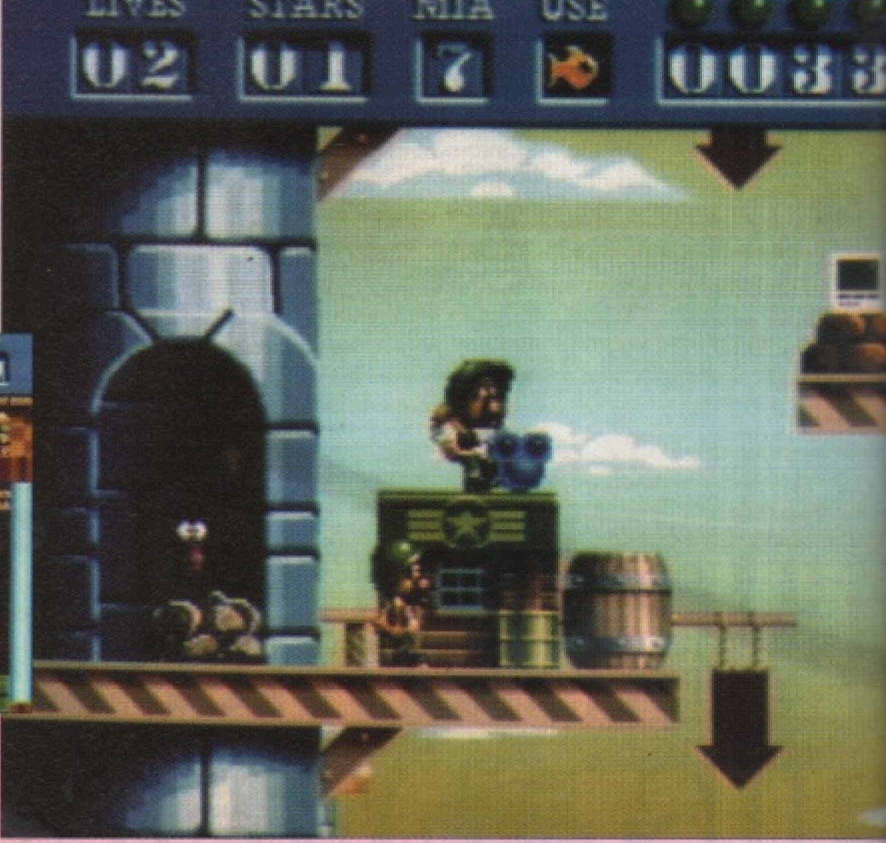
Phil Thornton is a strange bloke. Although on the outside he's sweet and inoffensive – almost Uncle-like in his complacent and easy going nature, he freely admits that he has odd thoughts. How lucky he is, then, that he works in an industry where unusual thoughts and ideas can be turned into a successful product. Take *Super Putty*, for example. Find me an industry where creating Terminator Carrots who shout, "Uzi 9 Centimetre" before shooting oversized bullets at you, or an old bloke with a bad wig and a Hammond organ can stop the whole world from doing what they are doing and get down and groove before a small blue blob of putty comes along and punches them is regarded as entertaining, or at least a sane thing to consider.

Phil has been really quiet since *Super Putty*, and after five minutes of playing System 3's new platform extravaganza, you wonder what he's been doing. Has he been travelling around the world collecting ideas? Has he been working far too many late nights? Or has he just been sitting in a very dark place on his own for a long time exploring his subconscious? *Putty Squad* is even odder than *Super Putty*, and a lot more besides.

BOUNCING ALONG

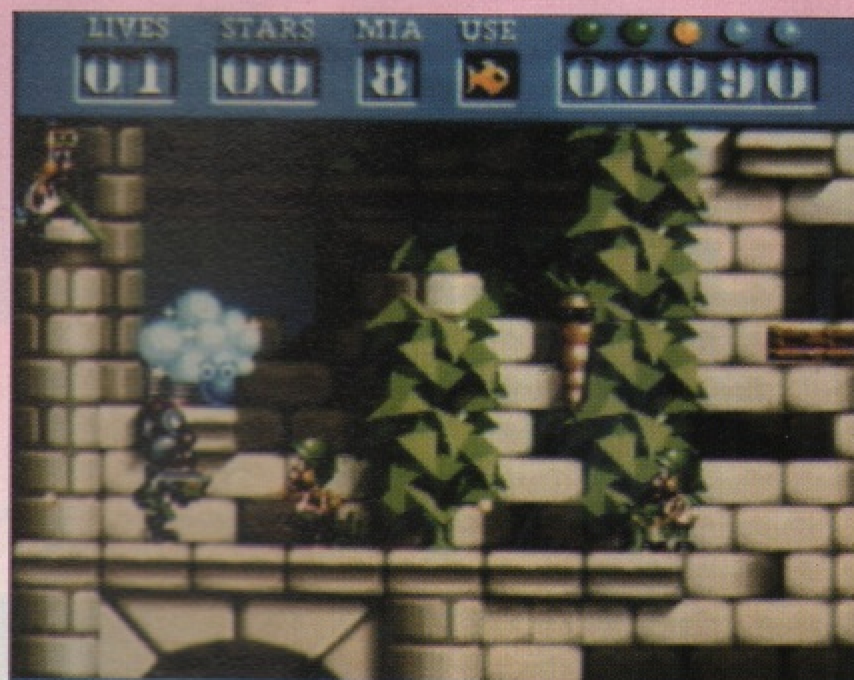
But let's begin with the plot. After 20 years of war between the Putty people and the Wizard Scatterflash, the Putties finally withdrew from the capital city of Klud and the battle itself was deemed to be at an end. That is





Right: On the roofs and behind the sandbags, the GI pups are no match for Putty.





You may have thought *Putty* was a little strange. But that's nothing compared to *Putty Squad*. Go to weird locations and battle unusual people and if you're lucky, you can even fly around in the Putty pod.

until the Putty nation was quickly occupied and overthrown by the Wizard's army, and the once peaceful and fruitful land became a barren and desolate place. Years later the UN received blurred and faded photographs showing that all the Putty soldiers who had long been thought dead were actually being kept as Prisoners Of War, and so the decision was made to send someone in to get them out. Napalm the Cat and his collection of G.I. Pups were sent in, but Napalm went mad in the field and made himself a God to the native population of frogs in the area.

Again, someone had to be sent in. Someone who could be trusted. Someone who wasn't about to flip out. Someone who was capable of taking on all that danger on their own and win through. Only one man/ball came to mind. Super Putty himself. This is where you come in. As Putty you have to travel through the 50 levels of the game, freeing the Putty POW's where you find them, as well as annihilating the G.I. Pups and the Wizard's army on your way.

YOUR FLEXIBLE FRIEND

It might seem like a hell of a challenge, but then Putty has already proved what a flexible guy he is. If you remember the first game, you'll remember that there really wasn't anything that Putty couldn't do. He could stretch from level to level, lie flat on the floor to avoid detection, run, jump, inflate himself and explode and even absorb other objects and take on their physical form. In *Putty Squad* he can do all this, and even more depending on the objects he absorbs. If he collects a jar of Nitroglycerine for example, then he can leave bits of himself dotted around, which explode whenever the enemy come into contact with them. Collecting the stars that float in mid air can give him some really special powers too. Collecting 10 gives him a super punch, capable of destroying most things. Twenty stars gives him a blow pipe, giving him an even chance against things like the Terminator Carrots, and so on all the way up to the maximum of 40 stars, where Putty becomes the Terminator Putty, destroying everything in his path.

SQUASHY AND STRETCHY

The first thing that strikes you when you play *Putty Squad* is how fluid it all is. Some people had a lot of trouble with the original game, finding the control method a little too complicated and the game itself far too difficult. *Putty Squad* has been far better thought out, losing the puzzle element of the original game and replacing it with a more standard platform game layout, made more interesting by the original control method. Instead of having to think hard about how you are going to move around the screen, you can get moving immediately. It's hard to describe, really, but the controls feel a lot more natural this time around.

Plus the actual levels themselves have a real learning curve – on your first go, you'll have no problem at all moving through the first three or four levels, but no further. With practice, you will actually be able to get to the end of the game fairly easily.

The presentation of the game is fantastic. The sound is, as always, amazing, with great tunes and highly amusing samples. It's got Uncle Ted in it, which is always a bonus as far as I am concerned, and the whole game looks incredible. System 3 have used the AGA palette really well, creating something that's bright and colourful, without being clashing or garish.

Fans of the original *Putty* will love this. It puts right all of the things that caused anyone problems originally, and then adds a whole lot more.

Putty Squad is a lot of fun to play, and a lot of fun to watch. The whole game has a polished feel to it that most games don't seem to catch these days, and that in itself should be enough to keep most people hooked for weeks. 



The comic feel of the game is evident right from screen one. Where else would a ghost say boo!

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RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	2Mb

GRAPHICS	95%
SOUND	93%
LASTABILITY	91%
PLAYABILITY	93%

"The strangest, funniest platform game yet."

OVERALL 94%

YOU AIN'T NOTHING BUT A...

The G.I. Pups were originally on your side, but due to the horrors of war that they've been made to face, they've all gone a bit loopy and are now following their original order to 'shoot on sight' a little too literally. Here's the run down of the different Pups you'll get to run across as you go through the game.

GRUNT PUP
A basic, bottom of the range Pup, completely unarmed and fairly easy to kill.

GUN PUP
Just like the Grunt Pup, only this one carries an assault rifle, and therefore needs to be avoided.

GRENADE PUP
The name says it all, really. Again, a basic Grunt Pup, only this one fires grenades at you.

BALLOON PUP
Hangs off a balloon and fires a laser rifle at you. The easiest and best way to get rid of this one is to jump at it and punch the balloon.

MORTAR PUP
This one hides behind a stack of sandbags and fires mortar shells at you. Can't be punched on jumped on.

PARACHUTE PUP
The Parachute Pup gets dropped from the top of the screen and descends towards you firing a bazooka.

UXB PUP
The UXB Pup controls an electric execution device from the safety of a sandbag emplacement. Again, this one can't be jumped upon or punched.

HELICOPTER PUP
One of the hardest Pups in the game, the Helicopter Pup flies a huge helicopter, drops bombs and is the only thing that can attack you if you are in the Putty Pod.

AQUA PUP
Whenever you travel underwaier you'll come across the Aqua Pup, who can swim like a fish and carries a mean harpooon which can cause severe damage.

A FAB NICAM COULD BE

Imagineer and Anco Software are celebrating the success of *Kick Off 3* by offering you, the buying public, a chance to win this rollickingly fantastic Sony Hi Fi Video Recorder. Hairy blighters! That's a turn up for the plus fours!

How many times have you watched *Coronation Street* and wished you could be there with Bet? What about those long Sunday evenings when you want nothing more than to join Harry Secombe in his *Highway* singing? Thanks to the magic of Nicam Digital Stereo, you can! Record your favourite programs, and play them back with full stereo audio! What could be better!

All you have to do is answer the three questions on the opposite page and you could be watching those replays with the benefit of surround sound!

Tie breaker: In no more than 20 words please tell us why referees always seem to get in the way at important moments...

Got that? Stick the whole thing on the back of a postcard and send it off to, '*Kick Off 3* Giveaway', CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



STEREO VIDEO YOURS!

1 How many *Kick Offs* are there now?

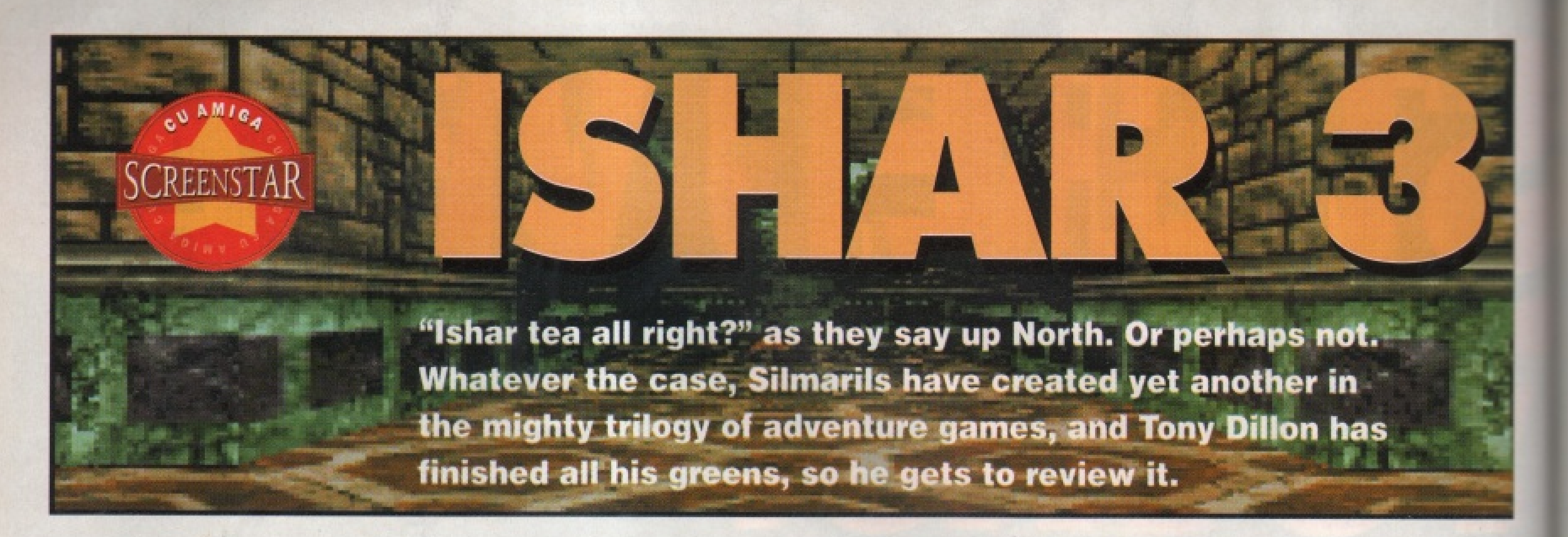
2 Where is the next World Cup going to be held?

3 What team is Jack Charlton manager of?



RULES AND REGULATIONS

1. The closing date for all entries is 19th August, 1994.
2. The Editor's decision is final, and no correspondence will be entered into.
3. Employees or friends of EMAP Images, Imagineer, Anco Software or Bertilli's of Exmouth Market are not allowed to enter.
4. All entries must be on a postcard or on the back of a sealed envelope. Any other formats, including frozen food boxes will be binned.
5. If we have to open it, you haven't won basically.
6. We have a special deal with the post office that means all multiple entries come tied together with elastic bands. We bin all of those as well.
7. If you've read this far, you must be keen.



ISHAR 3

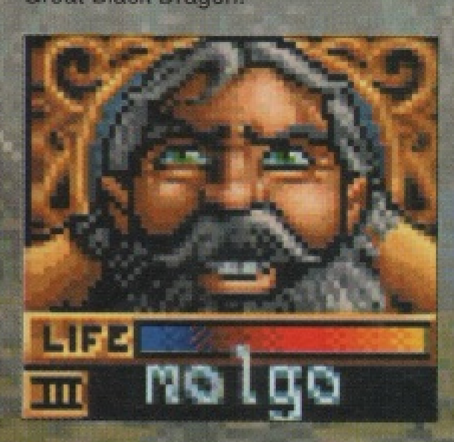
"Ishar tea all right?" as they say up North. Or perhaps not. Whatever the case, Silmarils have created yet another in the mighty trilogy of adventure games, and Tony Dillon has finished all his greens, so he gets to review it.

I absolutely loved the original two *Ishar* games. The lush forests and busy cities of *Ishar* and *Ishar 2* generated the kind of atmosphere and environment that made me want to keep playing over and over again. So, I just couldn't wait to get my hands on the latest *Ishar* game.

THIRD COURSE

Ishar 3 is the third and final part of the mammoth French trilogy, and some may need a little recap just to set the scene so far. In the original *Ishar*, you had to fight to keep the Kingdom of Kendoria safe from the evil wizard who was trying to overthrow the king and rule the land. If you made it through that one, then in the second one you took part in a daring raid against the Wizard Shandar, in a perilous adventure over land and sea which eventually saw you destroying the Wizard in his own castle.

Or did it? After all, if he did actually die, then surely there wouldn't be room for another sequel, would there? If you haven't already heard. Shandar is alive and well and waiting to wreak his revenge, albeit without an actual physical presence to carry it out with. Long before he passed away, Shandar created a spell that would allow his vital energy and consciousness to survive and adapt after the destruction of his original body. Now he has found a new body to inhabit, one that will make him the biggest threat the world has ever seen. He has chosen to inhabit the body of Wohratax – the last surviving Great Black Dragon.

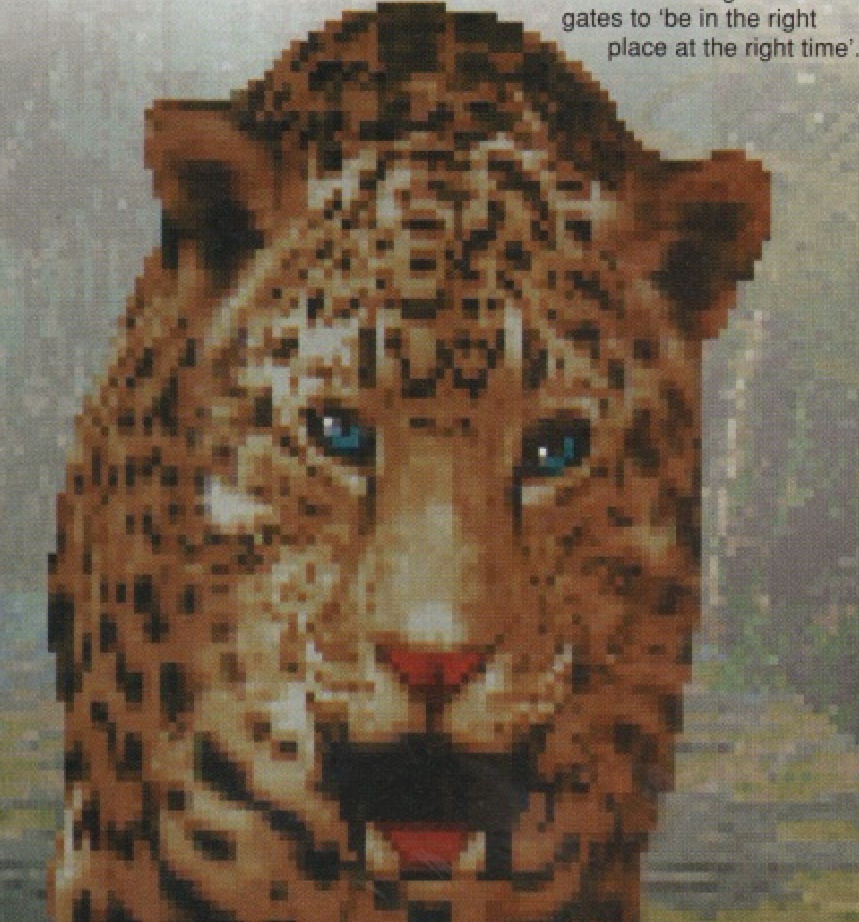


According to local legend, the Black Dragons were used by the evil armies when they challenged the white knights some 2,000 years before this game. The battles got greater and created more and more casualties, until the great war itself happened and all the Black Dragons were destroyed, with the exception of Wohratax himself. In reward for his victory, Wohratax was crowned Lord Of Sith, and given the gift of Invincibility. No wonder that Shandar wants to get his hands on him really!

There is a tiny flaw in the plan, however, and this is where you come into the game. You have to step in and destroy the dragon before Shandar can take over Wohratax's mind. This changeover of minds between Shandar and Wohratax can only happen during the planetary conjunction of the two moons, the sun and the planet Ishar. So you have to make sure that you destroy the dragon before this happens.


Animals feature quite heavily in the new episode – like these killer wolves.

If there is one thread that has carried through the *Ishar* games since *Crystals Of Arborrea*, it's the fact that in each successive adventure, Silmarils take the travelling element a little further. In *Ishar*, you were restricted to walking around a single large island. In the sequel, you travelled around all the islands on the planet, sailing between each whenever you had finished the puzzles and problems each island had to give you. In this sequel to the sequel, you travel in time between the islands, popping backwards and forwards through time gates to 'be in the right place at the right time'.



As you can well imagine, this adds a lot of variety to the game, putting you in all sorts of strange locations against all manner of unusual opponents, from oversized spiders and bees to tigers, zombie guards and, interesting enough, real people!

You will have already noticed from the screenshots dotted around this review that Silmarils have really gone to town on the visuals for *Ishar 3*. Coming on six disks, there are far more graphics in the game than ever before, and as a result the realistic effect the previous two have generated has been increased ten fold. Take the major city, for example. In most games of this ilk, all locations look more or less the same, or if you're lucky, certain parts of the city will look different to others, if only because the buildings are a slightly different shade of red. In this game, however, every single location has its own flavour, and the city actually looks and feels like a real city. You can actually recognise locations fairly easily, and once you've walked around it a couple of times, you'll know your way like a native.





THE CAT ON THE MAP

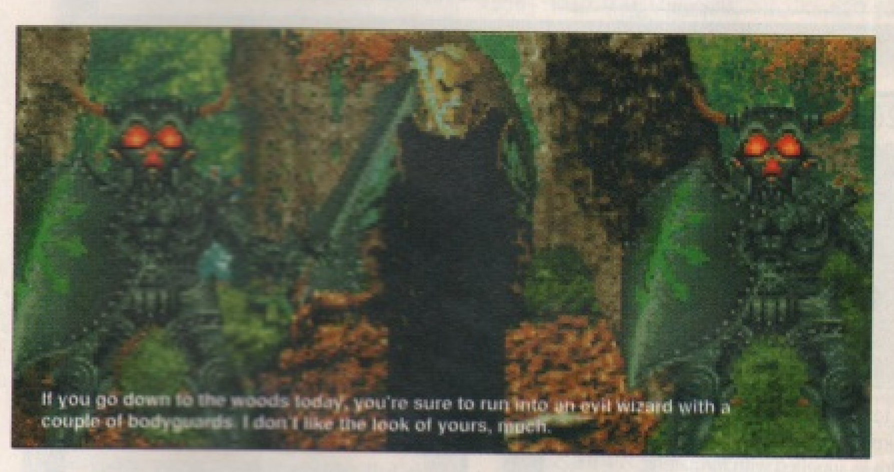
Ishar 3 contains an extremely useful map facility, enabling you to cut out the all usual aimless wandering and lets you get on with just solving the adventure. When you arrive in a city, you can view a complete street plan of the place, with absolutely none of the major buildings and locations marked. As you visit places, coloured arrows appear to show you where taverns, inns, shops and other important places can be found. Carry out a thorough search of the city and you'll never be more than a couple of streets away from the equivalent of a Seven-Eleven shop.

Going back to the graphics, one of the most major enhancements is the use of actors to make up the inhabitants of the city. Although the well-drawn fantasy figures of the last couple of games did the job perfectly well, Silmarils have gone a little further and actually photographed people in costume, which just makes the game look all the more realistic. When you enter someone's house, you actually watch a real person talk to you, instead of yet another 32 colour barbarian or wizard. Of course, to do this those lovable French rogues have had to try and define the dress fashions of the city, and I can't honestly say they've done the best job they could have. Muscle-bound barbarians stand next to what can only be described as a woman dressed in Elizabethan garb, and the image just doesn't quite work. The dogs and horses work well though.

As far as the game itself goes, there have been few enhancements from the last one. Anyone who can play *Ishar 2* will feel instantly at home with this as it contains all the same controls and icons as the last. There are some who will say that this is just more of the same, but as far as I'm concerned *Ishar 2* was such a great game, there isn't a need to change anything about the controls. Why fix what isn't broken?

At the end of the day, this is a great game. All of the right elements of the last two games have been kept, the plot has been improved and the game looks simply incredible. I'm sure that adventure nuts will go just as mad over this one as they have done over the last two. CU


They might look primitive, but the people of *Ishar* seem to have got the hang of this cloning business.


If you go down to the woods today, you're sure to run into an evil wizard with a couple of bodyguards. I don't like the look of yours, much.



WHERE'S THE PARTY PEOPLE?

Unlike the original two *Ishar* games, *Ishar 3* gives you a lot more control over who you have in your party. Instead of starting with a single preset character, and then having to search the local inns and taverns to create your crew, you can just step into the party designer at the beginning of the game and create the team you want to have. You can define almost everything about your party, from character classes and professions, to how good each character is at various actions by splitting up a number of points between different characteristics. The only thing you can't define is their personality, and as the *Ishar* games are very much based on team spirit and personality, it is quite possible that you will create a team that just doesn't get on with itself!

"Don't go into the cellar!" they all cried. Now you know why.



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TEAM:	IN HOUSE
CONTROLS:	MOUSE
NUMBER OF DISKS:	X
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	96%
SOUND	85%
LASTABILITY	92%
PLAYABILITY	93%

"Almost the perfect RPG. A 'must buy'."

OVERALL 92%



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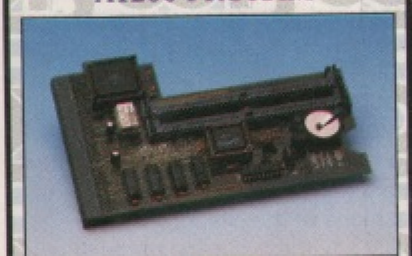
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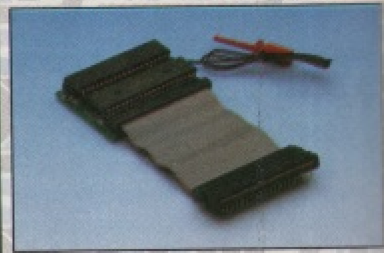
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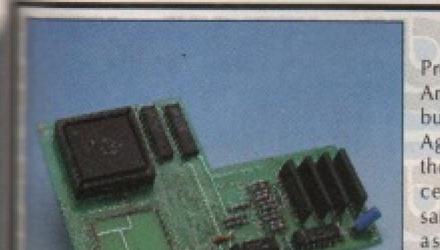
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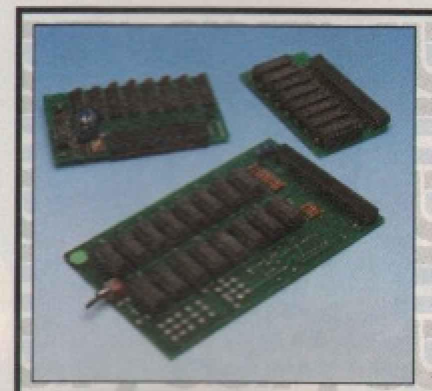




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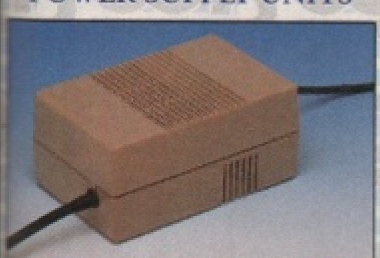
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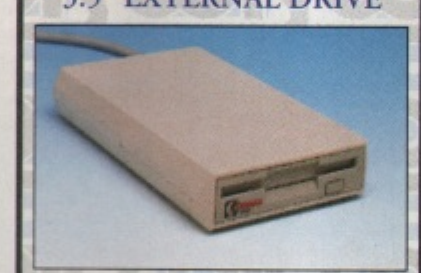
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ON THE BALL
WORLD CUP EDITION

What's this? The Germans have re-invented football management? Tony Dillon says Bitte?



If things are going well, it's time to hit the bar!

The chaps and chapesses at Ascon must be an incredibly happy bunch. In their native Germany they've only released two games, yet they have been top of the charts for more weeks than most people have on their calenders. Their first product, *The Patrician*, went through the roof, and building on the reputation for hot strategy games their second – *Anstoss*, did just the same. *Anstoss* and *Anstoss – World Cup* were both recognised as being among the best soccer management games ever released — more than even the phenomenally selling *Bundesliga Manager*, and these are now finally being translated into English, so we can enjoy them as much as our Deutsch cousins.

You might have picked up the fact that there are in fact two versions of *Anstoss* from the above paragraph – *League* and *World Cup* editions, the *World Cup* one being developed specifically for this time of year. When it came to actually translating the game for the UK market, the *World Cup* edition has turned out to be far easier to move across, being as only the text itself needs to be changed. In the league version, the actual structure of the leagues need to be rewritten, and as a result the *World Cup* edition is being released in the UK a couple of months before the *League* version. *C'est lá vie.*

LOOKING STRANGE

Looking at the screenshots on these pages, you might have noticed that *On The Ball* doesn't look like your average football management game. That's OK though, because *On The Ball* isn't your average football management game.

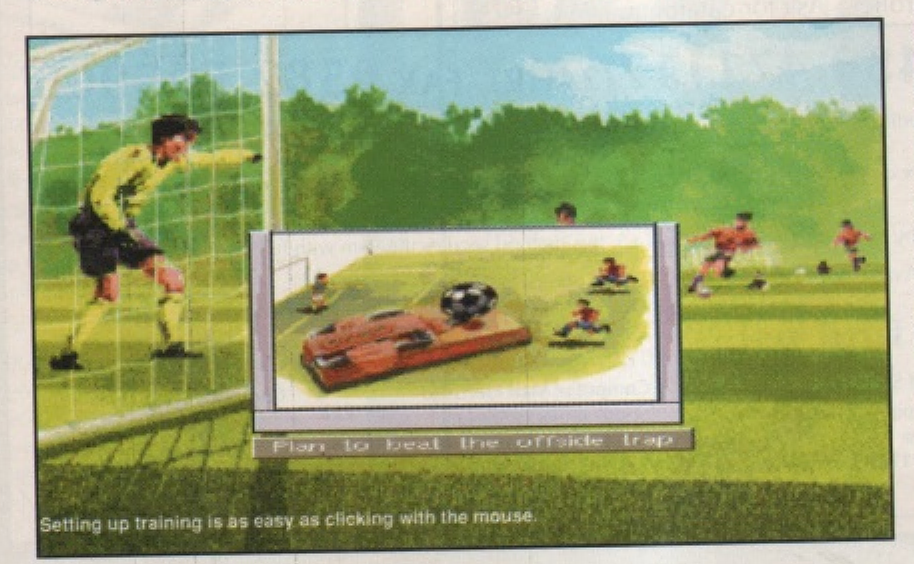
This game is crammed with new features, and I can't remember the last time I said that about a football management title.

The aim of the *World Cup* edition is much the same as most other games in that you choose your team, and then try and take them all the way through the qualifying rounds, through the quarter and semi finals, and eventually to the final itself. All the usual World Cup rules apply, and all the teams you would expect to see in there, are there. In that respect, this is very similar to most other management games, but that is where most of the similarity ends.

Before I tell you about the fabulous presentation of the game, let me tell you what is so exciting about the game engine itself. On the basic level you handle the players statistically – the usual sort of thing, where you find the players who work best in each position by combining their skills, and then find the best tactics and formations needed to defeat the opposition. Then it goes much, much further.

GOOD FOR MORALE

To give you some idea of how much detail and information you have to play with, let's take a look at the morale of the team. When the team is fitted together perfectly, morale will be high. To get a perfect team, however, you have to find a team where the personalities work, rather than just lump the highest-rated players together. Hot headed players will more often than not disrupt a harmonious defensive set up, and someone who is too passive might be taken as being lazy. Still, once you have the right squad, you have to keep them happy. Keeping them happy isn't as easy as it seems,



Setting up training is as easy as clicking with the mouse.

IT'S OFFICIAL!

If there is one thing missing from most soccer management games, it's your office. A lot of the time you are sat staring at tables and numbers, with no real feeling of 'being there'. *On The Ball* rectifies this by showing you exactly where you are at any one time. At the beginning of the game, before you jet off to wherever the game happens to be, you work from your plush office. When you reach the semi- and quarter finals of the game, however, you are moved to an untidy hotel room, with all the same options hidden in logical places. More interesting than a menu screen, I say.



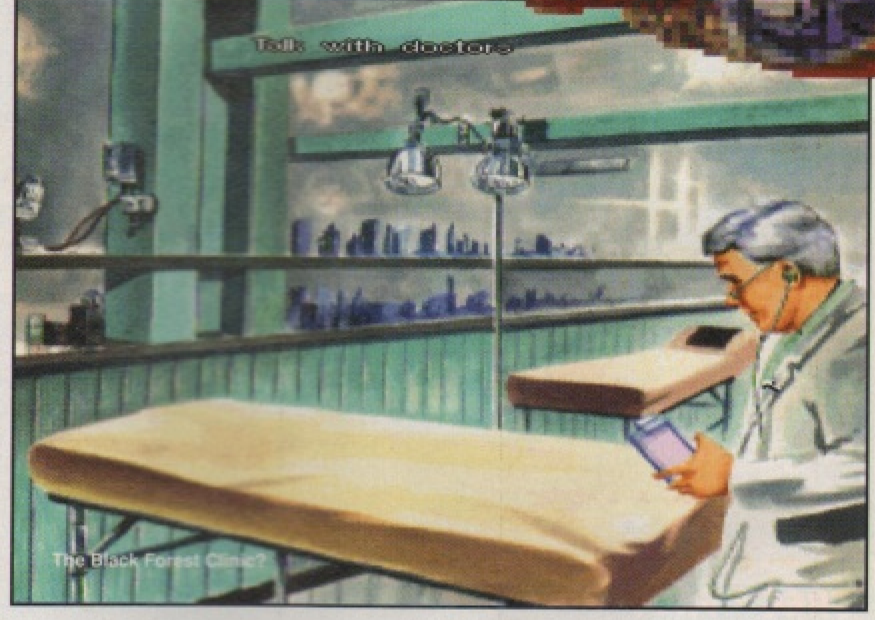
however. You have to offer them a varied and exciting training schedule. You have to be very careful what you say to the players at half time, you have to watch what gets said in the papers. You even have to watch out for players becoming bored in the situations they play in.

The personality aspect of the game is just one of the things that makes it so involving to play.

There's a lot more to being a manager than just managing people, I usually find, and *On The Ball* covers every aspect you can think of. You have to do sponsorship deals with people, participate in TV interviews and press conferences and even be called to comment on the match after a particularly good or bad game. There are all the standard options such as team formation and selecting the different training opportunities. As well as less standard ones such as telling your team to play violently, or even to take a Klinsman-style dive in the box to get those extra goals!

If there is one thing that will really engage your enthusiasm initially, as well as capture the mass market where most other soccer management games have failed, it's the presentation. The game looks absolutely fabulous, with all the images in the game being painted in watercolours, and then scanned in — the AGA version looks particularly spectacular! Every screen is a treat to see, such as the outside of your hotel, or the screen that's flashed up on those odd moments in the game where you have nothing to do (yourself, laying by a pool with a drink in your hand!)

Where the presentation really stands out, though, is in the match itself. By using the same graphics system of scanned watercolour images, *On The Ball* plays you the highlights of your match as they happen, from various camera angles and settings. And throughout the match, a running commentary gives you all the interesting points of the game underneath, from the crowd reaction to certain parts of the match, to the kind of things the players are shouting at the referee.



The Black Forest Clinic?

POLISHED BALLS

All in all, the whole package gleams and shines like no other. *On The Ball* has all the strategy and skill of the best of the rest, yet is so user-friendly and easy to get into that the 100-plus page manual is almost completely redundant.

It'll take some time to crack the game, though, no matter which team you choose to play with, as you really will need to learn how players react to different situations before you can fully control them. Atmospheric and gripping, *On The Ball* is easily the best football management game I have ever played. 

SPEAKING PERSONALLY

One of the most interesting ideas in the game is that of a rating which shows you how confident you are feeling, as well as how confident the backers, supporters and team are about your performance. This is given as a percentage, and takes into account every aspect of your game so far. This might seem like another meaningless statistic, but in fact it alters a lot of things about the game. In press conferences, for example, you will be asked a question and given three separate answers. The tone of the answers is governed by your personal feeling, so therefore you can't be incredibly positive if you have just lost the last three matches!



When you get to the World Cup you'll end up working from a hotel.

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RELEASE DATE:	JULY
GENRE:	SOCCER MANAGEMENT
TEAM:	ASCON
CONTROLS:	MOUSE
NUMBER OF DISKS:	5
NUMBER OF PLAYERS:	4
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	96%
SOUND	81%
LASTABILITY	94%
PLAYABILITY	93%

"An excellent management game."

OVERALL 94%

BURNTIME

You might not have heard much about it, but it has been incredibly popular in Germany for the last six months. Tony Dillon takes a teary look at one of the most environmentally-aware games ever released.

A long range map shows you where the other players are.

The world isn't in the best possible condition. This is something we are being made aware of all the time. Charities campaign on every street corner. The homeless surround us. The Ozone layer is rapidly disappearing. I'm sorry if I sound a little negative, but I've just been playing *Burntime*, and the future's so black I'm going to have to carry a torch.

Burntime is set after the Nuclear Holocaust has occurred, and you are one of the few survivors. What was once a beautiful place has become a barren wasteland, with small isolated settlements dotted around populated by savages, mutants and bounty hunters. Your aim is a simple one – you have to survive. You need to find enough food and water to stay alive, while keeping your head and your body joined at the neck. You'll have to kill most of the people you come across to steal their possessions and even beat the stuffing out of dogs just to give yourself something to eat. I know it sounds disgusting, but hey, it's a wilderness out there.

Actually there is something more to the game than just that. To make your life that little bit more comfortable, you do actually have a firm aim – to rule the world. OK, so that might seem a high sight to set, but then we're all driven by something. Remember, that most of the villages are in fact empty, or only controlled by mutants with food on their mind rather than politics.

If you can seize control of the 38 small towns dotted around, then you automatically gain control of the five large cities, and therefore control the world. It might not sound like a lot, but the programmers behind the game estimate that if you played the game intensely, it would take two weeks start to finish to complete it.

You begin the game in the middle of nowhere, and from here have to create an army of soldiers, doctors and technicians to help you run the world. The soldiers hold fort in the towns for you, as well as aiding you in combat with the wandering enemies.



By searching locations, you can find interesting objects.

The doctors keep you fit and well, although you're going to have to go into the major cities if you are really close to death, and the technicians will take the odd things you find scattered around and turn them into something more useful, like rat traps or food containers.

To recruit people, you need to stop and chat to them. This is where the more grisly aspects of the miserable future world come into existence. Some people you talk to aren't capable of anything more than a couple of grunts, or tell you that they are going to eat you. Others will spill stories of woe and hardship. Occasionally, you'll meet someone amenable, but I wouldn't hold my breath. These are just people doing the same thing as you, trying their best to survive in an inhospitable environment.

Playing *Burntime* could be described as a depressing experience, because it makes you painfully aware of what is happening to the world around us. It is painfully true to life, a lot of research as gone into this game and the programmers have consulted Greenpeace all along the way. I can't really describe *Burntime* in a nutshell, except to say that it's a very atmospheric RPG, with a message that really makes you sit back and think. CU

At the start of the game you can choose your portrait and flag colour. A little pointless maybe, but it looks nice.



To converse is to win, provided your adversary has more to say than this!

MUSIC MAESTRO

The launch of the CD-ROM version in Germany heralded the first real interaction between computer games and the underground charts. Forget *Tetris*, the *Burntime* Techno CD single has been flying high in the charts all over Europe, getting as high as Number nine in the French Techno charts! As CD-ROM games start to use 'real' music, with any luck we'll see a lot more of this sort of thing going on.

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RELEASE DATE:	JULY
GENRE:	STRATEGY
TEAM:	MAX DESIGN
CONTROLS:	MOUSE
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	2
HARD DISK INSTALLABLE:	YES
MEMORY:	1Mb

GRAPHICS	72%
SOUND	70%
LASTABILITY	81%
PLAYABILITY	80%

"Entertaining but disconcerting strategy game."

OVERALL 76%

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Average street price	£499	£479	£479	£489	£449
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Amiga driver @ 400dpi available	YES	-	-	-	-
Print speed	6ppm	6ppm	4ppm	4ppm	6ppm
Straight paper path for all media	YES	-	-	-	-
PCL 5 printer command language	YES	YES	YES	YES	-
Resolution improvement/enhancement	YES	YES	YES	YES	-
Standard RAM	2Mb	1Mb	1Mb	1Mb	0.5Mb
Full A4 page graphics @ 300dpi with standard RAM	YES	YES	YES	-	-
Full A4 page text @ 400dpi with standard RAM	YES	-	-	-	-
Warm up time	<45 secs	<90 secs	<34 secs	<15 secs	<35 secs
First page of text output	<15 secs	<20 secs	<34 secs	<34 secs	<19 secs
Layout document description language included	YES	-	-	-	-
Flash ROM	YES	-	-	-	-
Flash ROM upgradeable firmware	YES	-	-	-	-
PCMCIA card slot	YES	-	-	-	-
Scaleable resident fonts - in HP LJ III emulation	8	13	26	8	-
Resident bit-mapped fonts	14	18	-	7	7
AGFA Intellifont scaleable font technology	YES	-	YES	YES	-
HP LaserJet III emulation included	YES	YES	YES	YES	-
EPSON FX emulation included	YES	YES	-	-	YES
IBM ProPrinter emulation included	YES	YES	-	-	-
Standard tray capacity	100	150	100	100	150
Cost per copy**	1.65p	1.80p	2.40p	2.10p	1.95p
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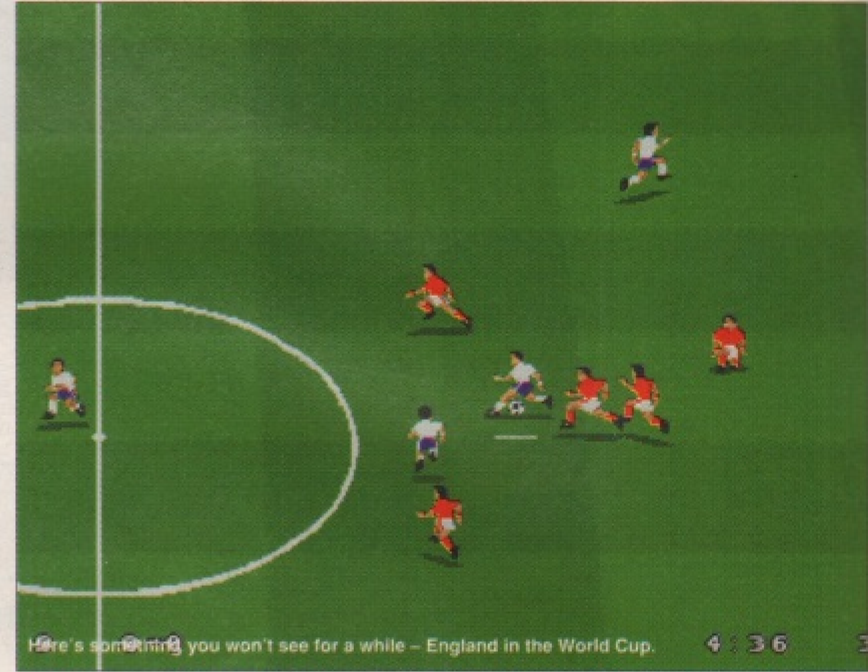
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The crux of many a football game – the squad selection.



Here's something you won't see for a while – England in the World Cup.

KICK OFF 3

Anco are out to prove that they don't need Dino Dini to create a good arcade soccer game. Tony Dillon squeezes into his old school shorts.

Kick Off – the game that started it all. Up until the release of that most classic of football games, people were happy to kick the ball in a single style in eight directions and call that soccer. When Dino's first product hit the shelves, the reviewers hated it and the public loved it. The amount of control over the ball you were offered had never been seen before, and the unique 'top down' view which gave you a far better view of the action were the trade-marks of this game and all the clones which followed in the years after. *Kick Off 2* appeared, and the world went ga-ga. Then Dino left the Anco stable and created *Goal!* for Virgin, which to all intents and purposes was recognised by the public as *Kick Off 3*, and Anco were really left by the wayside.

Until now. Finally, after literally months of hype and guesswork, *Kick Off 3* itself is finally available, and I can honestly tell you that a lot of people are going to be very, very surprised. Gone is the top view. Gone is the scanner. Gone are the extremely fiddly ball handling controls, and in comes a game that is far more traditional in terms of soccer gameplay than the previous two *Kick Off* games.

From the outside in, the first thing you are confronted with is the choice of games to play. You can either work through the standard friendly or league matches, or take part in The Challenge where you go against 30 other teams, one by one, until you reach the Anco All Stars at the end of the game. Plus, just to be a little topical, you can take part in the World Cup, from the qualifying rounds onward.

Once you've worked through the various menus, where you can lay out your tactics, decide which team you are going to be, which of the three speed levels you're going to play the game on, which of the three game levels you are going to play with (the easier levels make it much easier to control the ball, and in the hardest level you are really going to have a problem when it comes to kicking the ball straight), you can actually get into the game itself, and this is where most people are going to be really, really surprised.

As you can see from the screenshots, the game is viewed in the classic 'side-on' view – a view that was previously dropped, if you can remember that far back, because it didn't give the player enough information about where their players actually were on the pitch. A step backwards perhaps? Maybe, but then if the game was viewed from the top you wouldn't have the stylish animation this game possesses. Although the view might be dated, the game looks great, with large, well-drawn players and animations for every occasion. My favourite has to be the point when a player gets a yellow card, and then stands with their arms away from their sides, shaking their heads incredulously.

The question is, of course, how does it all play? The answer, I'm afraid to say, isn't a positive one. The practice mode, where you can perform exercises to improve your playing skills is a great idea, as it makes the game that little bit easier to get into, but at the end of the day the controls are just too sluggish and the actual movement of the players too slow to make the game really playable.

I really wanted to like this, as I'm a big fan of the first two, but it really just doesn't come up to scratch. It looks great, sure, but it just doesn't have the responsiveness needed for a really frantic soccer game.

The key to the first two games were the fact that they were incredibly smooth and responsive – you really felt like the players were under your control. With *Kick Off 3*, you seem to spend most of your time fighting the controls rather than flowing with them, and that just takes all the fun out of it. CU



TWO BUTTONS ARE BETTER THAN ONE

Possibly the most unusual thing about *Kick Off 3* is that it requires a joystick with two or more independent fire buttons or a four button console joypad to play. Instead of having to learn various twists and patterns with the joystick to perform moves like bicycle kicks and banana shots, you need to use separate buttons at different times. Although this makes the game more playable in the long run, if you don't have a dual-button joystick, you're stuffed. Oddly enough, there is no support at all for single button joysticks!

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RELEASE DATE:	OUT NOW
GENRE:	SOCCER
TEAM:	STEVE SCREECH
CONTROLS:	JOYPAD
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	4
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	87%
SOUND	62%
LASTABILITY	71%
PLAYABILITY	70%

"Looks good but is let down somewhat by sluggish controls."

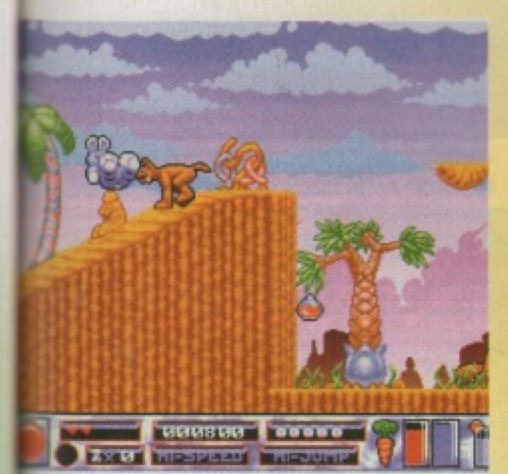
OVERALL 68%

QUIK - THE THUNDER RABBIT

What has big floppy ears, is covered in fur and has particularly good eyesight? Not Tony Dillon, that's for sure. Ever the talkative type, we thought we'd let him 'rabbit' on about Titus' latest platform romp.

Titus are a software house who have been incredibly quiet for the last two years. Now, they've come back with a game that really is a lot of fun.

There isn't really a lot of a plot, in *Quik – the Thunder Rabbit* but with a game as odd as this one, you



Ooh, that looks nasty. A rather aggressive dog tries to rip poor bunny asunder.

don't really need much of a storyline. Essentially, you are a rabbit with fairly unusual habits. One who eats carrots and drinks water like there is no tomorrow, but has a bit of a personality problem, that has resulted in most, if not all of the other woodland creatures to turn against you and want to kill you. All you want to do is get from one side of your world to the other, and if that means you have to fight back and take on everything that moves, then so it has to be.



This babe points the way to the exit on every level.

SPINNING WHEEL

Unlike most platform games that have come out in the last couple of years, you don't damage enemy characters by jumping on their heads. Instead, a quick touch of the fire button turns you into a rolling ball of fur, with which you can launch yourself Sonic-like against the opposition, smashing them to pieces in the meantime. There is no limit on the number of times you can spin around the screen like a pinball, but doing it does use up your food and water reserves, so you always have to be on the lookout for a top up.

This where the game all begins and the history of *Quik–The Thunder Rabbit* is revealed. Pin back you ears and listen if you can.

ENEMY TACTICS

The enemy sprites are as varied as you could want them to be. From snakes with hypnotic vision that fixes you to the spot to caterpillars with electrified spikes on their back all the way to foxes that unicycle on large boulders, before kicking them towards you. A lot of care and attention has been paid to the enemy, and it really has paid off. There are a whole string of different tactics you can apply to taking on the enemy such as rebounding off walls, slamming them off ledges and it really adds to the game.

As does the variety of the backdrops and tasks for each stage. On some levels all you need to do is find the exit, which is usually on the extreme right of the level. On others you need to find a clock before you can move ahead, which is usually hidden on another sublevel, the door to which is hidden away somewhere on the level. Each level itself is huge, and laid out in the form of a very complicated maze, so just finding your way around is a real challenge. Thankfully there are arrows and signs reading 'This Way' dotted around the screen to help you on your way, although sometimes they'll just lead to a dead end, in which case you'll be confronted with a sign reading 'Joke'. Ahh, that French humour.

Watch out for these slippery snakes. Those evil-looking hula hoops will take away your valuable energy.



STRANGE BUT GOOD

Visually the game is wonderful. There is a real character and charm to the game that makes it stand out quite a bit. Take the main sprite, for example. At first glance, it doesn't so much look like a rabbit as a small child in a rabbit costume. His face is very well animated, breaking out into a smile whenever he collects everything, and the way his ears bounce around when he jumps is just adorable.

Quik – The Thunder Rabbit. It has an odd name. It's a little odd to play. But then, odd is interesting! CU

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RELEASE DATE:	OUT NOW
GENRE:	PLATFORM
TEAM:	IN HOUSE
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	3
NUMBER OF PLAYERS:	1
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	83%
SOUND	78%
LASTABILITY	79%
PLAYABILITY	81%

"Quik is a much better than average game, and a lot of fun."

OVERALL 80%



Sick of football yet? The World Cup season always brings with it a plethora of footy games, but this year there's one company which has taken a slightly different tack than normal. Join Andy Nuttall in a world where referees are aliens, ball-boys are vultures and the players, should they so wish, carry shooters...

Despite claims to the contrary by the likes of Maradona and Klinsmann, football is definitely not a violent sport. Each time you see them (and others like them) play, you're guaranteed not only a superb display of skill, but an excellent show of play-acting. If, for instance, the "great" Diego is so much as touched by an opponent he clatters to the floor, clutching his leg, wearing a pained expression that wouldn't look awry on a cow after licking a stinging nettle. His Argentinian team-mates then raise their arms aloft in mock despair, trying to goad the referee into awarding them a free-kick. Klinsmann's much the same, and if anything his dramatics are even more noticeable because he plays with ten other Teutonic robots, whose clinical, structured football doesn't normally need such antics.

But football's not usually like that. Sure, you get heels clipped and groins kicked; but put those footballing prima donnas in, say, Gaelic football or rugby, and they might really have something to cry about. They really are contact sports, and it takes a near-crippling tackle to put those players on the floor.

MAD MUG

So football's an easy target, then, for the boys at Millennium to continue their *Brutal Sports* series. Beginning some months ago with their adaptation of American Football (a sport for nancies if ever there was one), Millennium is intending to Brutal-ise every sport they can – and the World Cup provided a brilliant excuse for the second on their list.

With *Wild Cup Soccer* we're treated to a 3D isometric view, looking down at the pitch from one corner (just like *FIFA Soccer*).

Unexpectedly, there's actually a pretty good football engine in there, driving a game which might just have stood up on its own merit, without the need for blood and beheading... but, as the name suggests there is rather more to *Wild Cup* than any other football game.

You see, while the main structure of the game is what we're used to – 11 players a side, trying to boot a ball into their opponent's net – the rules have been relaxed slightly, to not only allow tackles from behind, but also to stab, maim and behead your opponent in order to get that vital goal.

In fact, in the Wild world chopping off heads is positively encouraged, because to get a 'Header', as it's known, means an extra $200,000 dollars at the end of a game. And that money comes in pretty useful.


If your opponents don't get you, the ball itself just might. Pickups appear on the pitch during a game which change the ball into a blazing inferno, a ticking time-bomb or a flying cannonball.

CRAZY CHALICE

If you earn enough money you can but yourself all sorts of goodies. $200,000, as it goes, is almost enough to buy one of your players a Mortar Gun, the most powerful weapon which can bring you even more heads in the next game. The goalies, who spend much of their time at close quarters with marauding strikers, are provided for with a selection of swords, while defending hasn't been completely overlooked as a decent-sized shield is also on offer.

There's a whole arsenal of other weapons too, as well as a variety of pickups which turn the ball into delights such as bombs, firecrackers and flapping cannonballs, which can at best kill you, and at worst cause your players to spontaneously combust.

So it's not your usual game of footy, then? It is, though, a highly-charged, competitive battle between two players, the like of which we haven't seen since *Speedball 2* (I wasn't a fan of *Brutal Football*). It won't take you long to beat the computer and soon you'll find yourself winning the league and the Wild Cup itself – however, for a two-player rumpus there's no better fun to be had. It's wild, it's chaotic, and it plays a mean game of footy.

HEADS, YOU LOSE

Unusually, for a football sim, a *Wild Cup Soccer* game isn't necessarily won or lost (or drawn, if you're being picky). Goals are goals, and the team who scores the most has, technically, won the game - but the number of Headers is also taken into account at the end of a match.

A Header is scored when you beat, hack and slash another player so much that his head comes off, leaving a lifeless torso behind on the pitch as a kind of sick, makeshift tombstone. This obviously reduces the number of opponents, which should make scoring goals a bit easier, but also it increases your bank balance by $200,000 for each Header scored. A meter in a corner of the screen shows you each team member's energy level as he grabs the ball - and although his energy lasts a long time, eventually it could be... Off with his head!

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GENRE:	FOOTBALL
TEAM:	TEQUE LONDON
CONTROLS:	JOYSTICK
NUMBER OF DISKS:	1OR 2
NUMBER OF PLAYERS:	NO
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	82%
SOUND	81%
LASTABILITY	87%
PLAYABILITY	86%

"Deadly but cute. The best gore-fest since Syndicate."

OVERALL 80%

WEMBLEY INTERNATIONAL SOCCER

As World Cup fever comes to a close, Tony Dillon relives those memories with the latest soccer game from Audiogenic.

"Onion bag". "A game of two halves". "I'm over the moon Brian". These are just some of the cliches and rehashed lines that you must be absolutely sick of reading in your favourite computer magazines. Never before has a single sporting event sparked such a reaction in the software industry. Previous World Cups are incredibly tame by comparison to the flood of soccer games crawling out of the woodwork at the moment, and as a reviewer it is getting very hard to write about them without feeling like you're repeating yourself.

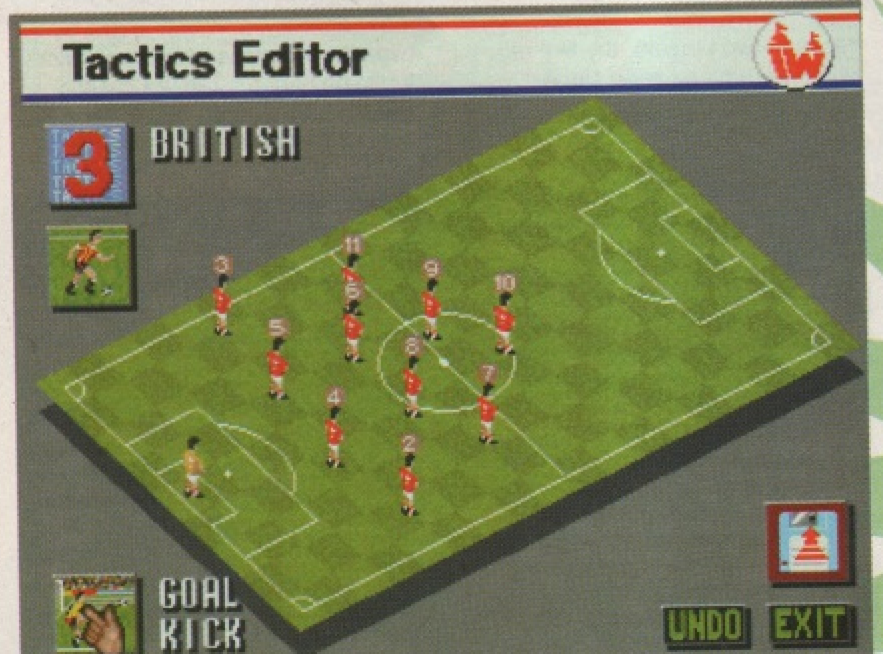


Before each match you can change any aspect of the game.

Essentially, even though there are so many soccer games coming out, most of them are based on almost identical game formats, with only the graphics and animation setting many of them apart. Like the others, this one has 64 international teams who play like their real life counterparts. This game also lets you select your squad and tactics. and you can choose to play in a league or cup competition.

In essence, there are only three types of arcade soccer game – your *Sensible Soccer* top view, your *Striker* forced perspective and the *Kick Off 3 Emlyn Hughes* classic side-on view.

Wembley International Soccer takes a leaf out of all three, allowing you to switch between the side-on view of *Kick Off 3* and the top down view of *Sensible Soccer*. Oddly enough, it's the side on view that actually seems to work best. The players look good, and you are given a good feeling of distance and perspective. When viewed from above, the game runs very slowly, and the size of the players means that you don't get to see anywhere near as much of the pitch as you do in the default view. Still, people have different opinions, and it's nice to see a game that caters for all tastes.



The Tactics Editor is logically laid out, allowing you to plan your team position for every eventuality, right down to where they are when the ball is in a certain position.

WE ARE...

If you aren't familiar with Audiogenic soccer games, then you won't know that over the last ten years, Peter Calver and his team have tried to find the perfect control method – one that allows you all the freedom you need to get some real team action into the game yet is simple enough to make the game playable. Through the *Emlyn Hughes* series they got closer and closer, although some felt that the games were a little too sluggish in places to actually stand up against panic starters like *Sensible Soccer* and *Kick Off*.

The method that Audiogenic have finally settled on is both simple and effective. There are essentially two different ways to kick the ball. The first is fairly standard, and simply makes the player kick the ball in a straight line in the direction they are running. The other method is a little more unusual. When a player has the ball, an arrow will appear above their head. This is the passing indicator, and tells you which direction the ball will be passed to if you hit the fire button. The player the pass is aimed at is identified by a large hoop above their head, a la The Saint, and this makes it quite easy to set up a fast passing game with a minimum of practice.

...ON OUR WAY

The game looks good enough, with more frames of animation than most games and a very realistic ball, but it does seem a little slow when compared to something like *Kick Off* or *Sensible Soccer*. In fact, if there is anything that does let the game down, it's that the controls feel a little sluggish and slow to respond a lot of the time. Although the design of the game means you don't have to be *QuickDraw McGraw* on the fire button, having to slow down with the controls makes the game a little frustrating at times.


The 'Picture In Picture' option lets you see the player you are passing to, if they are off screen when you select them.

Wembley International Soccer is by no means a bad game. Indeed, there are enough original features and factors in there to make it worth checking out, but the slow control method means that *Sensible Soccer* fans will probably hate it. Fun to play, but there are a lot better football games on the market. CU



End to end action in *Wembley International Soccer*. The arrows over each player's head shows the direction that they will pass in.

AUDIOGENIC £29.99



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RELEASE DATE:	OUT NOW
GENRE:	SOCCER
TEAM:	DENTON DESIGN
CONTROLS:	JOYSTICK, JOYPAD
NUMBER OF DISKS:	2
NUMBER OF PLAYERS:	24
HARD DISK INSTALLABLE:	NO
MEMORY:	1Mb

GRAPHICS	81%
SOUND	65%
LASTABILITY	71%
PLAYABILITY	79%

'Just not fast enough to keep up with the best.'

OVERALL 78%

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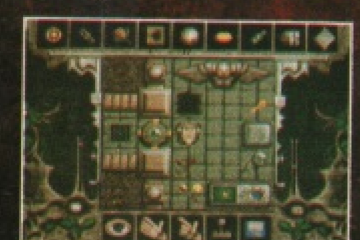
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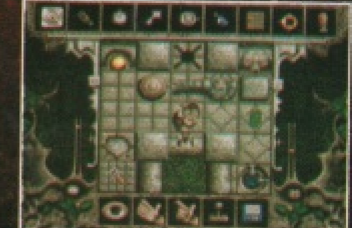
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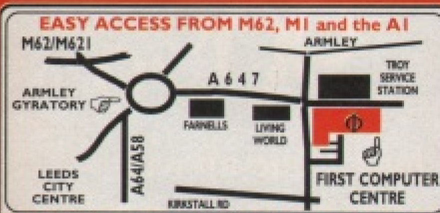
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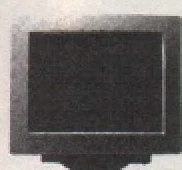
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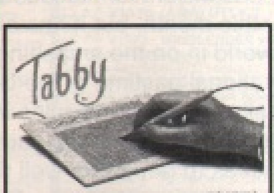
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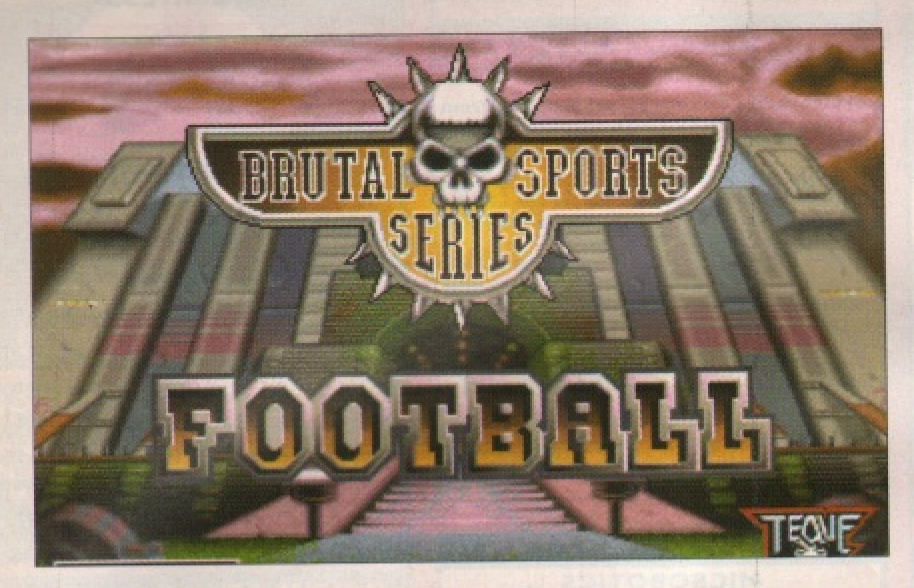
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And the guy in the blue makes a clean break...

BRUTAL FOOTBALL A1200

MILLENNIUM OUT NOW £29.99

Not only has Millennium unleashed the rather excellent *Wild Cup Soccer* this month, but it has also decided to let the A1200 owners of the world in on the smashing *Brutal Sports Football* – the game that takes the national pastime of the US, and throws in more than a little violence. Basically, there are no rules in this game. Just get the ball into your opponent's goal, and if that means you have to punch, kick, slam or rip your opponents to pieces to get there, well that's just part of the game.

At the start of the game you can choose whether to play as part of a league, in a World-Cup style championship or just a sequence of 'unfriendlies' – more or less the same sort of thing you would expect to find in any sports simulation.

Select your team, set the venue and you're into the game itself, and this is where the character that has made the game sell so well comes into play.

It's a great-looking game, and the sight of futuristic Vikings swinging axes, knives at each other around a modern sports arena is quite an addictive one.

Brutal Soccer is a surprisingly violent game, hence the name, and the amount of blood and carnage left dotted around the pitch by half-time is enough to have even the strongest constitutions twitching.

Like *Wild Cup Soccer*, this isn't the smoothest or fastest game in the world to play, but then you don't really mind after a while because the game itself is so good. After a couple of goes you get so worked up about decapitating your opponent and smashing them against walls that the technical side of the game stops being a problem.

I don't think this will ever be a classic, but it's still a lot of fun, and the addition of 256 colour graphics just makes it that little bit better.

Tony Dillon

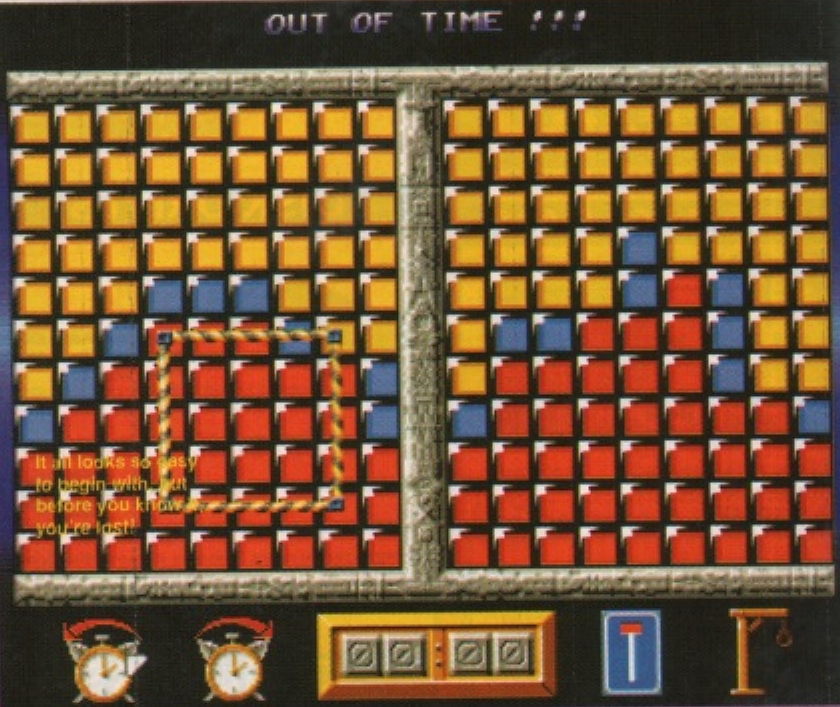


CLOCKWISER

RASPUTIN SOFTWARE OUT NOW £25.99

For a new software house, Rasputin seems to be making a fair old name for itself. Its first release, *Jetstrike*, seems to have shifted more units than anyone ever expected, and now it is entering the puzzle arena with *Clockwiser*, a simple game of block arranging that is so simple, it's brilliant. The game works like this: you are shown a screen split directly down the middle. On the left-hand side are your blocks scattered about, and on the right is a layout showing you how your blocks should end up. As you have probably guessed, you have to make both sides match.

To do this, and this is the really clever part, you have to select groups of blocks by dragging a box around them, and then slide the group clockwise or anticlockwise. Different blocks have different effects, while others are affected by gravity and then even others can't be moved or destroyed. To begin with, the moves you need to make are few and relatively simple, but as the game progresses, things get very hard indeed, until you reach the later of the 100 levels, and things get downright impossible.



It all looks so easy to begin with – but before you know it you're lost!

That's about it. Like most successful puzzle games, the premise is a very basic one, but that isn't to say that all basic premises make for good games. In fact, the first couple of times you play *Clockwiser*, the actual gameplay seems too simple to be entertaining. It's only after you put the game down for a bit and start seeing the patterns in your head that you realise you've been hooked. It may not be packed with variety, but then neither was *Tetris*. The game has been very nicely implemented, with colourful visuals, smooth animations and a very cute intro animation. There isn't really a lot to fault with *Clockwiser*. If you like puzzle games, you'll love this.

Tony Dillon

82%

CUT, TICK & POST...CUT, TICK & POST...CUT, TICK & POST

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Will try & Predict which horse will win races.
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Design your own Business cards.
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Give your Workbench v1.3 a stunning new look and update your aging software. (2)
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□ ^ + V523 DICE C COMPILER
Matthew Dillon full registered C compiler & environment system. Complete C language (2)
□ ^ + V536 CATALOGUES
A collection of utilities used to Catalog all your disks/ Video tapes and audio tape collections (2)
□ ^ + V575 HOME BUSINESS
Based on word processing, Data Management, Spreadsheets. Accounts & Printing. (6)
□ ^ + V583 ICON EDITOR III
v2.0 Create Icons upto 640x200. Edit or Create
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You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
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You can generate world maps in detail views. 3d or 2d o 2Mb (2) or o 1Mb V263
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Contains the programs that should have been with WB 2.x Take full advantage of the many WB new capabilities that are available. (2)
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Removes protected games copy protection so that the user can install them on HD.
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Is the largest collection of utilities, documents & examples for C, It consists of six manuals, with over 40 chapters (5)
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The most popular genealogy database program.
□ ^ + V782 FORMS UNLIMITED
Create, Edit, Draw , Colour & print your own.
□ ^ + V783 PROGR. TOOLBOX
Many programs to help in your development efforts (most C but some in basic) (2)
□ ^ + V784 AREXX PROGRAMS
Selection of programs & finished examples (2)
□ ^ + V786 PASCAL
Everything needed to program in Pascal. A68k 68000 assembler
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Complete graphic conversion package that supports GIF, JPeg, Atari St, PCX, Targa, TIFF, Ham-E and IFF Formats
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+ Net & ParNet. Connect 2 Amigas & share resou-rces via serial or Parallel ports. MyMenu
□ ^ + V811 ELECTROCAD
(v1.42) Electronics drawing Programs.
□ ! - V817 A500P EMULATOR
As it sounds will let v1.3 / v1.2 owners run WB v2.x+ software WITH-OUT any need to purchase the Workbench v2.x chips.
□ ^ + V821 SNOOPDOS v1.5
Monitors Dos calls to see what library, devices, fonts are required if a program won't load
□ ^ + V827 REPAIR-IT 2
NewZap v3.3, Sector file editor. FIXDISK v1.2. Recover as much as possible from defective disk
□ ^ + V841 MODULA-2
Contains modula-2 language on the Amiga.
□ ^ + V858 MUSIC MAKERS
Programs to produce your own music productions.
□ ^ + V865 IMAGE PROCESSR
Tools to perform wide variety of Image techniques
□ ^ + V866 MANDEL EXPLORER
collection of Fractal Generating utilities (2)
□ ^ + V888 TRONI CAD v1.36
its the best Computer Aided Design program with excellent power functions for all users.
□ ^ + V899 BACK-IT UP
Newly updated disk which contains ABackup v4.03 A Powerful backup utility that may be used for Hard Drive backup and File Archiving. it also contains SysInfo v3.23 + BackUp v1.4x
□ ^ + V928 THE LITTLE OFFICE
Has a Word Processor and others programs to aid a small business or company.
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A disk packed with screen blankers. Includes the Twilight Zone blanker along with 10 others
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Mind-bogglingly colourful program that makes pictures from a mathematical formula.
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KCommodity gives you memory meters. REorg will optimize hard, floppy disks for speed increase. HDMem virtual mem. 2Mb for 2Mb HD space
□ ^ + V949 TESTS
Contains all of the classic speed tests and system checks we could find. Includes CPU Speed and system diagnostic tool
□ ^ + V951 PROTECTION
is a collection of utilities aimed to protect your data and autobooting of HDs & Document Files. Lock your data files
□ ^ + V952 x-BENCH v1.0
is the complete solution to the replacement Workbench. loads of usefull utils LastHope, View, Virus Checker, Power packer & DCopy2 (2)
□ ^ + V958 CLUB LEAGUE (K)
Allow you to edit and keep track of your divisons/leagues stats within a club league
□ ^ * V962 SUPER KILLERS v5.5
The latest Virus Killers like BootX, Virus Checker v6.41 and the new release of VirusZ II v1.3 kill those's nasty trojans & virus's. (2)
□ ^ + V979 NCOMM v3.2k
Is a comm-unications program based on Ncomm v1.34 with lots of very nice enhancements
□ ^ + V980 KICK v1.4
Will down grade your A500+, A600 or AGA machines to run all that old software that would NOT normally work. Turns them into a KS1.3
□ ^ + V983 MEGA CHEATS v3.0c
Now contains over 500 cheats.
□ ^ + V1001 WROPPH v2.21
Aallows you to create smooth morphs between 2 different images over a period of frames
□ ^ + V1005 (AGA) UTLs 4
The first batch of AGA utilities for WB 3.0 users
□ ^ + V1009 TURBO TEXT v1.1
Excellent Word Processor. Very impressive
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Need a helping hand to win the Pools.
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An excellent Postscript interpreter for the Amiga which implements the full Adobe language (3)
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Enhance your Workbench with backgrounds like these's. All pictures in full AGA colour.
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(v1.1) Shows a world map. You can select any country for travel information, Zooms up another map with detail.
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(v1.6) Generates enhanced AGA set images.
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Communications program with XPR transfer, point-click, auto upload/download, VT102/VT-220, Ansi emulation, powerful phone book (3)
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An excellent collection of Utilities & Hacks to enhance your AGA Workbench 3.0 (2)
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If you need to install your A1200 HD then you need this set of disks which you can use to format and then install Workbench 3.0 (2)
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Answer to ease, versatile, yet full featured database. Greatly enhanced and a successor to bBASE II.
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Contains the official Commodore developers Kit for the Amiga. Amiga Guide & install utilities.
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Create stunning graphical images. MPath creates swirling galaxy images. Roses, Rayshade
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Includes mCAD v1.26 and several terrific routines for the electronic enthusiast.
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Desk-jet 550c, 500, 500c, Ricoh HP1200, Canon BJ300, 130, LPB, 10e, PJ1080a HP Painjet.
□ ^ ^ V1070 (AGA) UTLs 2
256 colour icon editor, Plamsa256, QuickGrab
□ ^ ^ V1072 WINBLENDER v39.28
Create excellent/stunning AGA fractals. Also contains 68030/040/FPU versions.
□ ^ ^ V1074 (AGA) UTLs 3
Collection of AGA Based utilities. Includes Kill AGA Which allows you to run old badly written programs incluing demos & some games
□ ^ * V1077 GENEALOGIST
(v3.04) Is a specialized database for keeping track of genealogical information. Full featured.
□ ^ + V1079 KEYBOARD TRAINER
Best Public Domain Typing Tutor. Excellent
□ ^ + V1081 REPAIR-IT 3
Contains a selection of Disk, Hard Drive repairing and file saving utilities for the Amiga.
□ ^ + V1083 CROSS v5.1
Program that creates crossword puzzles for you
□ ^ + V1087 STOCK ANALYST
Technical analysis and securities tracking program which calculate when to buy & sell shares
□ ^ ^ V1090 ANDYS (AGA) UTLs
Selection of utils for A1200 owners also includes FakeMem, KillAGA, AGATest, Degrader
□ ^ + V1091 ASTRONOMY v2.1
A menu driven astronomy program that calculatoes information about the Sun,Moon, Planets and Constellations.
□ ^ + V1093 PARNET SET-UP
A two way network file system between two parallel ports, establish via two amigas. (2)
□ ^ * V1095 THE DEGRADERS
If you have trouble running software on an A1200 or A4000/030/040 give this disk a try it will emulate the basic 1.3 rom better that any other software on the Amiga at present.
○ ^ + V1096 CHINESE ASTROLOGY
Will create a horoscope in seconds, not hours.
□ ^ * V1104 COLOURED ICONS
Transfer your disks into colourful well presented works of art with this database of excellent icons
□ ^ + V1109 STAR VIEW
Is designed to show graphicallythe positions of the stars and planets from any point on Earth.
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Is a Horse Racing prediction program which uses statistical analysis of Major factors.
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Record your bank and other transactions.
□ ^ + V1114 PRINT LABELs
DocDump2.1, Envelope Print v1.2, Inlay Maker v1.4, MC master v1.1, Banner Press, Label Print
□ ^ + V1116 POOLS WIZARD JNR
Dead-acated Amiga Football Pools predicter.
□ ^ + V1129 RED DRAWF TRIVIA
The ultimate Quiz and answers game.
□ ^ + V1130 COMMUNICATE v1.2
A helping tool for learning one of the 8 formats of communications, or languages, & Morsecode.
□ ^ + V1134 TOOLMANAGER v2.1
A toolmanager with a very good user interface to Tools menu, add WB icons or Windows. (2)
□ ^ + V1136 DISKSALV 2
is a disk structure, file repair come salvage or undelete util. HDClick, is a hard drive menu and workbench tool.
□ ^ ^ V1137 (AGA) UTLs 4
Test, BBlank, CheckAGA, CycleMenu, Doubles, Force VGA, GIF Datatype, PKLadge, PPShow, Read24, ViewTek and Verlaut.
□ ^ ^ V1138 (AGA) UTLs 5
Degrader, Pov-Ray, AmigaToDouble, Card-MemLast, Palette, Promotor, RomTagMem.
□ ^ + V1139 (AGA) UTLs 6
A4091Patch, Alert Timer, Bestid, Clouds, Hand Planes M2 & Screen Mode, NTSC/NTSC, PatchPointer, Plasma PCX & Screen Mode Promote
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This is the latest and most upto date football results prediction program. Very impressive
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Doesn't just produce 2d fractals, can view them in 2d or 3d modes, make animations, even design your own fractals. Fast mandel-brot producer
□ ^ + V1144 GRAPHICS
JPEGfiles, DiffE6G v37.1, Make Anim7, AGA Anim playback, SAnim-3 v1.1, LS-PC v1.2
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If you want to produce a simple menu system, this is it wether for a harddisk or a floppy disk
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Contains a whole selection of utilities which covers almost all the best utilities on the Amiga (2)
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A GUI Based editor with lots of functions (about 250), DICE compiler front end, OS3 look. (2)
□ ^ + V1156 VIDEO TITLER
Can you generate professional looking TV titles and credits for your own videos. Well you can with this, It has outstanding abilities.
□ ^ + V1161 GOALKEEPER v1.0
Computer soccer administration program, Create your own Soccer league, Enter your own teams.
□ ^ ^ V1164 (AGA) A1200 FIX DISK
Contains all what you would need for getting disks to work on your new A1200 computer.
□ ^ + V1178 KS 3 EMULATION
This disk is a multi-kickstart selection utility disk, You can choose Kickstart 1.3 (34.005) Kickstart 2.04 (37.175) and 3.0 (39.106) No AGA support but a superior Workbench 2.
□ ^ + V1179 FILE-O-FAX
Designed for you to work at your own leisure without worrying about forgetting those important receipts, names, address, id Number's ect.
□ ^ + V1184 AMIGA DIARY
Is a mouse driven diary capable of storing all person events and is the solution to those forgotten birthdays, missed appointments ect.
□ ^ + V1185 GENIE
Excellent Genealogist database program
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Is a disk with making and editing your very own videos. Contains excellent software
□ ^ + V1200 MAGIC WORKBENCH
Is a selection of icons or items to enhance your Workbench screen and environments.
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A new collection of utilites come samples come modules for use with the famous OctaMED
□ ^ + V1208 OCTAROCK
A selection of rock orientated modules & samples.
□ ^ + V1209 GNU C++ COMPILER
Requires: HD 6Mb+, Disks consists of the latest version of the GCC environment, The compiler, driver, assembler, linker, header files, inline code generation of libraries. (3)
□ ^ + V1213 PROGRAMMING
Contains the Programming languages like, Ace, AmigaE, AmigaEdo, SBProlog, BCPL4AMI, EGUI, Pascal and others (3)
□ ^ + V1219 THE AREXX GUIDE
Full Amiga Guide document to teach you Arexx!! Tip filled with easy cross referencing.
□ ^ * V1220 TERMINUS
Modem/Terminal program. Full featured scripts/ screen modes/overscan, all the popular protocols.
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BlitzBlanker for WB v3.x only it has 14 different blankers all ready to show off your AGA machine!.
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Special printer Preferences editor and driver system for all Panasonic 9 & 24 pin printers.
□ ^ + V1223 CANON STUDIO 2
Printer Preferences editor and driver system for 800&880, LBP A1-2, BJC 800, BJ510-130.
□ ^ * V1227 GADTOOLS
Contains a collection of sharded libraries intended to provide programmers with new GadTools
□ ^ * V1228 WB 3.0 UTLs 7
Contains another excellent helping of new utilities for WorkBench 2.0 and 3.0. Enforcer, A tool to monitor illegal memory access. Assign Manager. A new pref editor. AssignPrefs, PickStartUp. Allows you to select a startup-sequence of your liking. StickIt, replacement for the Post-It note.
□ ^ ^ V1229 (AGA) MAIN ACTOR
(v1.16) A modular anim package with many features, IFF-Anim 5/7/8, IFF AnimBrush, PCX, playing from Hard disk or play in a window. (2)
□ ^ * V1231 HD SOUND UTLs
Contains SoundMachine, QuadraComp An intuition based music tracker that uses the internal sound capabilities of the Amiga. HD_Frequency. Is a HD recording system with many features.
□ ^ + V1236 INVOICE PRINTER
Will print invoices onto your letterheads. Much sort after. Ideally suited to a small business.
□ ^ + V1237 SUPERSPELL
A global spelling checker for use in any program you are typing under. Has a 9,000 word dictionary which you can edit, add, replace words etc.
□ ^ + V1239 SKICK PRO v3.43
is the replacement for Kickit, ZKick, & LKick etc. intended for use on KS2.0 machines & its task is to kick any other version of kickstart into RAM.
□ ^ + V1240 SHOW STD v1.2
is a tool that can be used to show the area covered by a particular STD code on a map on the UK. Flying Toasters, is a screen/mouse blanker.
□ ^ * V1241 THE PD OFFICE
is a little collection of wonderful utilities like EdWord-Pro, AddressBook, EasyCalc ect.
□ ^ + V1242 RE-ORG v3.11
is a fast shareware disk optimizer for AmigaDOS.
□ ^ + V1243 IMAGE 2.0 OBJECTS
Volumes 4 to 7 packed to bursting point of Images for use with that amazing program Image. (4)
□ ^ + V1247 TEXTURE MAPS
in 320x200 JPEG format for use with any rendering programs, textures like Organic, Miscellaneous, Stone, Wood etc. (3)
□ ^ + V1250 SOLDERING
Contains many useful tools for drawing good quality circuit diagrams, and also vero-board (strip board/solder board) lay-outs. complete system.
□ ^ + V1265 DYNAMIC SKIES
A big toolbox for astronomy that has, for an ultimate goal, to answer with speed any question that may arise on celestial objects. You can even animate Jupiter's path across the sky.
□ ^ + V1269 OCTAMED TUTOR
A simple guide through the basics of this excellent music program. From OctaMED 3.x upwards
□ ^ + V1273 AMICDROM v1.7
A CD-Rom disk filing system for the Amiga. It supports the ISO-9660 standard and will mount the drive as a dos device. You can even access files and directories on a CD.
□ ^ * V1274 KNIT v1.01
Converts an IFF pic into a knitting pattern. VIDEO MAXE 04.20, A video database that satisfies all needs of a private video user. full OS 2.1+
□ ^ + V1275 RUSH v1.0
is a directory utility for AmigaDOS 2.0 or greater. It allows files and directories to be manipulated quickly and easily. AMBUSH can be of used to developers, who may wish to test programs.
□ ^ * V1277 STAR STUDIO
Printer driver for controlling any printer printer.
□ ^ + V1278 MAIL-O-DEX
An excellent way to keep names, addresses, Phone numbers, ect & then print them out.
□ ^ + V1279 PRINT-A-CARD
Want to print a business card or any other type of card then this is the software for you.
□ ^ + V1280 DIVIDEND WINNER
& PERM CHECK, Is a pools prediction aid which will advise which numbers to enter on your coupon based on sequence prediction.
□ ^ + V1282 FOOTY v1.4
Is a dedicated football database, sit back in your favourite chair with your mouse-mat on your lap & keep track of whats happening in the leagues.
□ ^ + V1284 PC FORM LETTERS
Just load em into your fave WP and insert your own details then Voila ! Instant business letters!.
□ ^ + V1286 PRINTER DRIVERS 7
Now also contains the program called sid for easy installation of the Printer Drivers.
□ ^ * V1302 XFH-HANDLER v1.34
Is a DOS handler which uses xpkmaster.library to provide transparent access to compressed files in a given directory or partition. All compression/ decompression is done automatically by the handler when files are read or written.
□ ^ + V1303 SCALA PICTURES
Pictures in 736x580 16 colour format for use with The program Scala. Theres about 15 pics in total and are very sharp indead. (2)
□ ^ + V1305 VIRUS WORKSHOP
(v3.2) Was produced to get rid of all the viruses hanging around. Takes over where BootX left off.
□ ^ * V1307 NETWORKING
Contains utilities to help aid in Networking your Amiga like AmigaNOS, DNet, ParSerNet, also contains various update devices and libs. (3)
□ ^ * V1310 GUIDEs
Contains AGAGuide, which gives full Amiga Guide information and Libs Guide is a Guide to the Amiga Libraries, find almost every Library.
□ ^ + V1311 CD ROM
Contains a selection of CD Rom related utilites like CDTV Player v2.2, PlayCDDA, ReadDCTV.
□ ^ * V1313 GBLANKER v2.7
Is a complete modular screen blanker package designed with DOS 2.04 or better in Mind. 14 Different Blankers and a message system.
□ ^ ^ V1318 (AGA) SWERVE
Is a selection of images for use as backgrops all are in maximum overscan for best results.
□ ^ + V1319 MAXIFLIFE
Enable you to take complete control over your finances. SPENDWISE is a tool to assist you in maximising your return from your days outgoing.
□ ^ + V1321 EDWORD PRO v4.1
Text language editor or Word processor on the Amiga with over 100 features. By M Reddy
□ ^ + V1326 C: COMMANDS & LIBS
over 100 commands that lie within a c directory. and over 20 librarys will spice up your disks.
□ ^ ^ V1330 (AGA) COLLECTION
AGA source code, IFF Binary convert, Sprite Converter, ColourConvert, PPShow, Viewtek
□ ^ ^ V1335 (AGA) LIBS & D.TYPES
contains 47 Librarys for workbench 3 computers, all are right upto date and just waiting for you.
□ ^ * V1336 BBC EMULATOR
Contains special commands to allow existing files to be transfered from a BBC with DFS by means of a cable. BBCs RS423 port to Amiga RS232
□ ^ + V1348 VIC20 EMULATOR
With new computers being produced every Day, month, year its great to see another classic preserved on the Amiga, contains the basic.rom, CHAR.rom, Kernal.rom & 2 ver vic-00 & vic-020
□ ^ + V1354 FIVE STAR v1.0
A powerful prediction tool for LOTTO, POOLS, SWEEP, DIGIT and HORSE (races)
□ ^ * V1355 MPMASTER v1.2
A useful MIDI program that enables to transmit/ receive samples via MIDI between the Amiga and any MIDI device. Has a easy workbench interface.
□ ^ + V1356 NOERRORS v1.3
Main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without showing read/write errors.
□ ^ + V1357 CITIZON MANAGER
Superb prints that, have been tailored to suit the Citizen range of printers
□ ^ + V1358 10 OUT OF 10 MATHS
is a suite of six educational games designed to help children get to grips with 36 specific topics.
□ ^ + V1359 EPU v1.4
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad: etc) every file which will be written to the device will be compressed and when any compressed file is read it will be automatically decompressed.
□ ^ * V1360 WB 2.0 TUTORIAL
If you are new to the Amiga - WELCOME! There is a lot more options open to you than just playing games. Breaks down the makings of Workbench & make them more understandable to the user.
□ ^ ^ V1361 (AGA) 16-COL ICONS
These icons were beautifully drawn by Roger McVey, and I must add that the originals are the best icons I have seen on any system.
□ ^ + V1362 CHECKER TOOLBOX
Incredible Amiga diagnosis program. Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical information. Every Amiga owner should have a copy! Find out what is wrong with your Amiga before going to the repairers to get it fixed. It may save you a bob or two!.
□ ^ * V1363 AD&D ASSISTANT
play-time dungeon 'master''s assistant and CHARGEN GUIDE v1.0
□ ^ + V1364 MAND2000D
Is meant to be nothing less than the finest Mandelbrot exploration program available on any computer. Lets you make Mandelbrot Zooms
□ ^ * V1365 CDTV-PLAYER v2.31
A utility for all those people, who'd like to play Audio CD's while multitasking on WorkBench.
□ ^ + V1367 CHEQUE-MATE! v1.0
Will help you control your personal finances. Enter details about cheques, salary, direct debits
□ ^ ^ V1369 ENCRYP ALGORITHM
The Rivest-Shamir-Adleman encryption algorithm is one of several recently developed techniques for encryption which put immensely secure encryption within reach of the home computer user. Non-AGA version V1368
○ ^ ^ V1371 (AGA) ASI FIX DISK II
utilities to reclaim lost hard drives, files and check-sum errors, software like AGAFixes, ForceVGA, KillVGA, RunLame, RunPAL v1.1, ScreenModeChanger and Shutup
□ ^ + V1384 HOW TO CODE IN C
Covers Debugging, Intution & Grafik, Kodbibliotek, Tips, Tricks, AmigaAsmFranC, DosIntuition, Workbench-start, DMake, GadToolsBox + Power Source. (2)
○ ^ + V1387 PICK OF THE BUNCH
A collection of 19 weird noodles from Noodles.
□ ^ + V1393 STEREOSCOPIC v2.4a
is a simple package that allows you to create 3D Sterograms. Use any type of background.
□ ^ + V1394 CD-READER v1.1
is based around the parnet networking system and uses the standard parnet cable if you do not have we can send you one for £9.99.
□ ^ ^ V1395 (AGA) JPM PICTURES
These pics were ported over from the pc by j.p.m. the pc disks were supplied by t.h.e. (5)
□ ^ + V1400 3D STEROGRAM
3d Picture Show. All images are 3d sterograms.
□ ^ ^ V1401 (AGA) GRAPHICS
Contains AGA Images, Bottles.HAM8, Face-Paint.256 and Thunderbird.HAM8. Attributes, Chrome, Chrome2, Gold, Lipstick, Rubber, Skin and Wood. Iamges, Duet.IFF, Objects, Guitar, Ice Cream, Milkbottle, Mushroom, Television & Thunderbird 3. Wraps/Brush, 3.IFF, Earth.IFF.
□ ^ + V1404 DMS v2.03
The Device Masher system will compatch a complete disk to a single file on your hard drive. excellent for backing up software disks.
□ ^ + V1405 VIRTUAL UTILS
This disk contains five utilities containing everything needed for any Amiga user to make virtual memory from their hard drive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount.
□ ^ ^ V1406 (AGA) VIDEO TRAKER
Can be used to create stunning demos, intros or vidiales as they are called by the Author. The program takes IFF screens, animations, etc and assigns them to particular parts of the sound module yo choose. It can make effects happen whenever certain samples are played, for example.
□ ^ + V1407 SONIC DRUM KIT v2.0
Yo can create your very own drum scores using this fun program. Select from many percussion intruments & you'll have a score ready in minutes.

GAME DISKS

□ ! - 1073 TETRIS ORIGINAL
This is the closest game to the original tetris
□ ^ + 1420 OTRIS
Want a1 or 2 player Tetris this has to be 1 of them.
□ ^ + 1749 SCRAMBLE
Original that old classic game from the arcades
□ ^ + 1977 POM POM GUNNER
Shoot down WW2 air planes in this Op. Wolf
□ ! - 2018 JETMAN
Spectrum classic on the Amiga as original
□ ^ + 2054 ATIC ATAC
A rendition of the game from the original Spectrum
□ ^ + 2164 DUNGEON NADROJ
This is the best D&D adventure type game.
□ ^ + 2220 STRATEGIC GAMES
Eternal Rome, Lords of Hosts, In Moonshine.
□ ^ + 2221 MIND GAMES 21
of the best games to challenge your mind
□ ^ + 2272 BLACK JACK LAB
Play all the popular versions of Pontoon
□ ^ + 2278 CARD SHARP
Very well presented selection of solitaire games.
□ ^ + 2280 DIPLOMACY (2Mb)
Classic strategy, loosely based on World War
□ ^ + 2411 TOTAL WAR
Strategy world conquest. 1 or more players
□ ^ + 2432 GOLDEN OLDIES
Galaga, Galaxian, Space invaders, Asteroids, Batty & Missle Command the Classic selection.
□ ^ + 2447 COINDROP (>)
Fruit Machine simulator with gamble modes.
□ ! - 2448 CRAZY SUE
Another first rate cute school girl platform game.
□ ^ + 2480 FRUIT MACHINE 2 (>)
As near as poss to the Arcade machines
□ ^ + 2491 LEGEND OF LOTHIAN
Excellent adv game in the vein of Ultima.
□ ^ + 2498 AMOS CRICKET
Excellent arcade cricket simulator with nice graphic
□ ^ + 2617 GOLDEN OLDIES 2
Croak, is a 1 or 2 player Frogger. BiPlanes is 1 of the most additive games we've played here. Trail-Blazer, as the C64 Classic. Scamble.
□ ^ + 2620 DR MARIO
You must move coloured pills down the screen.
□ ^ + 2621 ETERNAL ROME
Start the Roman Empire from 32BC. Build fleets, armies & attack other counties and armies.
□ ^ + 2622 DONKEY KONG
Platform game in which you must rescue the girl.
□ ^ + 2724 NEIGHBOURS
Is the best graphical adventure game to date (2)
□ ! + 2738 AIR TRAFFIC CONTR
Try to guide upto 100 planes into the AirPort
□ ^ + 2825 ALL ROUNDER
A Cricket simulation with great graphics & play
□ ^ + 2854 SPACE INVAIDERS II
A revised old classic Space Invaders game.
□ ^ + 2864 FIGHTING WARRIORS
A karate combat fighting contest game.
□ ^ + 2987 BOMB JACKY
Conversion as the original Bomb Jack
□ ^ * 2988 BALDERS GROVE
its here Boulder dash with a selection of levels that work fully on Workbench 2. or higher
□ ^ + 3039 ASTEROIDS II v0.85
The best version of Asteroids i have ever seen, If you like Asteroids then this is for you.
□ ^ ^ 3040 TETRIS (AGA)
If you like tetris, you need this disk.
□ ^ + 3075 18 HOLE GOLF
Fully selectable speed and power functions combined with surpab graphics and sound. (2)
□ ^ + 3214 UNIV CONQ
A strategy game where 2 human players battle for control of the universe. allow the player to concentrate on the games straigy, digitized pics
□ ^ + 3234 SYSTEM DEFENDER
If Defender is the game and this is the game for you, in true defender style it retains all features.
□ ^ + 3283 NECESSARY ROUGH
As headcoach you will have to call the playsthat you think will be most effective to the game. You will then be able to see the action, followed by a breif summary of what you have just seen. (2)
□ ^ * 3287 ROAD TO HELL [2Mb]
Is an over-head view driving game like HotRod. Theres a helping extra which can be bought from the shop like types, Engines, Rockets & Smoke.
□ ^ + 3310 STARBASE 13
Is a graphical adventure, simular in style to monkey island and Operation Stealth. A brilliant game (2)
□ ^ + 3370 DIGITIAL TETRIS
Is a 1 or two player Tetris game with neat graphics
□ ^ + 3401 JETTY QUEST
This game is a cross between QBert and Block It with makes it an excellently addictive puzzle game.
□ ^ + 3411 KINGDOMS AT WAR
This is a 1 to 4 player Risk type game with neat and colourful graphics and presentation.
□ ^ + 3414 CONQ & DOMINATION
Strategy war game in which you can battle with troops, Tanks, Guns, Planes, Bombers, Battle ships. Replace ammo, trains, tankers, Build buildings etc
□ ^ + 3428 CLASSIC TETRIS (K)
For all you out there with a fetish for Tetris games heres a little selection to keep you happy.
□ ^ + 3434 MR MEN OLYMPICS
Heres a fast action joystick waggling game for all true Olympians or just crazzed Mr Men. (2)
□ ^ ^ 3436 MOTOROLA INVAIDER
Its just another excellent AGA very large graphics space invaider type game. (2)
□ ^ ^ 3454 (AGA) KLODIKE
Fancy a game of Klodike with AGA graphics. (3)
□ ^ + 3465 ROBOULDIX
Is a action puzzle game with 32 colour graphics, over 500 different objects, and is a variant on the most excellent arcade classic BoulderDash.
□ ^ * 3619 GNU CHESS 4.0
It contains a nice graphical user interface (menus, use mouse to move pieces ect.) The advantages of this program over that others are GNU Chess is a much stronger chess playing program.
□ ^ + 3715 GORE
Its here programmed for the Amiga based on the C64 Original version. Shoot down the aliens.
□ ^ + 3761 COLONAL CONQUEST
Is the best strategy world conquest and domination computer board game on the amiga.
□ ^ + 3766 SMASHING TETRIS
Another tetris variant game with excellent colourly exiciting graphics.
□ ^ + 3803 A DAY AT THE RACES
is a game in which you can run a horse racing stable with a selection of options. Run a stable of horses.
□ ^ ^ 3804 (AGA) MEGABALL
An AGA version of the best Amiga bat & bat game ever. New Bats, bricks, GFX, sounds+extra levels.
□ ^ + 3814 HIGH OCTANE!
Stunner of a game in the vain of HotRod! You get an overhead view of the race course with weapons
□ ^ ^ 3819 (AGA) TO THE DEATH
This game just has to be purchased because its brilliant, The Best Karate type game around. Select various characters and special moves.
□ ^ + 3820 DOG FIGHT
Is a continuation of the game BiPlane better graphics, sounds, extra long screen sizes, split screen play.
□ ^ + 3829 TANK COMBAT
The excellent VCS game called Combat, only tarted up a bit and with different gameplay variations.
□ ^ ^ 3839 GEORGE GALAXO
AGA platform. You control a beach bum with a machine gun and must fend off all kinds of enemies
□ ^ + 3841 KRILLIAN INCIDENT
Take control of a federation star ship and travel the known galaxies defending outposts from certain factions of the race called the Krill. This game is in a way similar to games such as Elite and Epic.
□ ^ + 3842 MR.BROWN STONE
This is an arcade puzzle game in which you have to move a cave man (Mr.Brown Stone) around various different types of caves.
□ ^ + 3843 BUZZBAR
Navigate your ship through space trying to rescue astronauts whilst taking on waves of alien crafts.
□ ^ + 3844 MOOSE DRIVE
A driving simulator that is shown isometrically on the screen. The cars are all three dimensional. Good game in which you not only race against the ever improving computer cars but also customise the colour of your car and purchase new parts.
□ ^ + 3846 TANX 'N' STUFF
The screen is divided into four and then each player drives his or her tank around the countryside in search for the other three tanks which must be destroyed. Good graphics, sound and playability.
□ ^ + 3848 PARADROID 64
Take remote control of a robot and try to complete a massive mission in this arcade shoot'em up.
□ ^ + 3849 QUANTUM
Collect as many extra power ups, lives etc.. before continuing to find the exit & progresing to the next of many challenging, large maze type levels.
□ ^ + 3850 RAGS TO RICHES
You must try to build hotels in any of the four countries on the board. Those being; Spain, Africa, England and America. The winner is the player who comes out with a balance of over ten million.
□ ^ + 3851 BLITZ
Jet fighter in this horizontally scrolling shoot'em up. You must take on numerous and varying types of enemy aircraft whilst trying not to be shot down and to keep your score as high as possible.
□ ^ + 3852 FANTASY PROJECT
A tool for creating your own graphic/text adv. Includes a ready made game which can be played.
□ ^ + 3853 TROOPER
Shoot'em up in which you must fend off an infinite supply of enemy attack craft which, if allowed close enough, will open fire on you. Good graphics.
□ ^ ^ 3864 (AGA) MISSILES
You must defend your city of Xenon in this futuristic nuclear war game. First purchase all the weapons and defences that you need, then you have to shoot down the waves of enemy missiles which come in all shapes and sizes. Superb graphics & sound. (2)
□ ^ + 3868 X-BALES
is a puzzle game in which you must build a circuits to steer both balls into the protobox. Both dynamic & static objects to steer the balls in different ways.
□ ^ + 3874 ONSLAUGHT v1.0
is a space invaders type game in which you can move left and right and must shoot at waves or Onslaughts of alien attack ships etc.
□ ^ ^ 3885 IMPERATOR
A strategy game for one player in which you must conquer the world. Contend with barbarians, plagues, rival empires and your own commanders.
□ ^ + 3897 TASKFORCE
is in fact quite a complex, strategic war game in which you control a taskforce of five men.
□ ^ + 3900 DELUXE GALAGA
is a space invaders type shoot'em up with very good graphics and sound. Must fight of waves of aliens & collect different power ups as you go.
□ ^ + 3902 GALAXY BLAST (K)
Control an alien vehicle& skim over the planets surface attempting to blast away all enemies whilst trying to free prisoners who are kept captive there.
□ ^ + 3904 SOLAR LORDS
An excellent war gaming game with loads of features like, personal rating, income per turn, credits, military power, luck rating, strategic power, science rating, capital ship status, etc.
□ ^ + AS127 SHANGHAI 93
New version of the old game called Dragon Tiles.
□ ^ + AS155 DIGGER
The classic arcade game of ten years ago "Dig Dug". You must dig tunnels, kill aliens (with a bicycle pump!) and progress to the next level.
□ ^ + AS159 DRIVING MANIACS
This is the best racing game i have ever seen on PD with solid 3d graphics including Scenery, Track and car details expect to see every magazine review this game. Weapons are optional. a knockout competition, play against a computer or friend.
^ + ASS176 SPORTS CHALLENGE
is an athletics/sports game which includes the following sports; Swimming, Clay pigeon shooting, Gymnastics and Archerey, Diving, Target shooting, Sprinting and Cycling.
^ + ASS180 SCORCH TANKS v1.15
is a very good game for one, two or three players in which you must try and destroy each other's tanks by setting the weapon and the angle and power of the shot. There are a wide variety of weapons / shields that can be bought making the whole thing more interesting.
^ + ASS181 MUTANT PENGUINS
is based on the classic game Pengo. You control a penguin who must escape each level by pushing blocks of ice into the green blobs that have taken on the job of getting in your way.

STAR TREK SELECTION

□ ^ + 1060 STAR TREK: TNG
This is a strategy based Star Trek in which you control the Enterprice
□ ^ + 1081 ULTIMATE STAR TREK
By Tobias Richter. This is probley the most famious of the games here with great graphics and sound.
□ ^ + 2222 STAR TREK QUIZ
A quiz with more questions and answers, than not even the best Trekie could think of answering. (2)
□ ! - 2501 STARTREK (2dd)
By Jimbo Barber. This game is based on Tobias version but has a different story for you to play (2)
□ ^ + 2503 STARTREK (2dd)
By Eric Gustafson. This game is based on Tobias version but has better graphics&sound effects. (3)

(AGA) MEGA DEMOS

□ ^ ^ 3881 Big Time Sensual (2)

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1... disk £3.00	2-5 ...disks £2.75
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21-50..disks £1.75	51+.......disks £1.25

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VFM



BUDGET

Do you remember the days when you could go out and buy yourself a few hours of entertainment, and still get change out of fifteen quid? Tony Dillon can and it was only this afternoon.

ESPANA THE GAMES 92

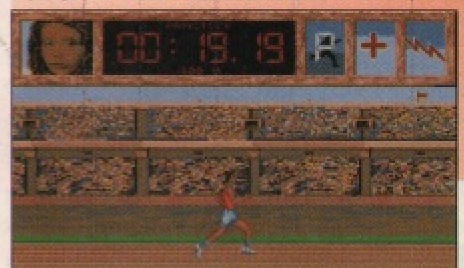
HIT SQUAD OUT NOW £12.99

Every time any kind of major sporting event comes around, someone has to snap up the licence and release a multi-sports arcade game along the lines of the age old classic *Track And Field*. In 1992 it was Ocean's turn to try and build on an already proven formula, something they tried to do by adding a management and training segment to the game, as well as an on-screen encyclopedia about the games themselves. You can participate in practically every sport known to man, from straightforward running and jumping through to more one-on-one competitions, such as fencing or boxing. All is shown with the same lavish presentation, and the game has a real gloss to it.





That is, however, until you come to the actual events themselves. You would expect them to be bright, colourful, smooth, well animated and every bit as professional as the rest of the package. Instead, you are left with a collection of barely playable events, where the aim is almost always to waggle the joystick in time with something, and then press the fire button at the optimum moment. I'm sorry, but this game is just far too shallow. It may have dozens of events, but you'll be bored with it in a day.



43%



ROAD RASH

HIT SQUAD OUT NOW £12.99

Road Rash has to be one of the best selling SEGA games of all time. The mix of *Super Hang On* style bike racing and extreme violence captured the hearts and imaginations of the console owning public so much that Electronic Arts showed no hesitation at all in converting it to as many different formats as they could. The result is a game that could have been a hell of a lot better.

A sprite-based game, the idea is to race across all manner of terrain through major locations all over the road against a group of bikers who just don't play fair. Naturally, the idea is to go as fast as you possibly can and reach the finish line faster than anyone else, but there is the added bonus of being able to punch and kick other bikers as you pass them.

A strange idea, I think you'll agree, and to be honest it doesn't really add a lot to the game. Most of the time you are too busy wrestling with the controls and trying to stay on the road to worry about hitting other people.

63%

ROAD RASH



WORLD CUP YEAR 94

EMPIRE OUT NOW £25.99

Last issue I stated that Empire had come out with the greatest Amiga compilation ever. I would like to scratch that comment and state this month that Empire have come out with the greatest compilation ever. It's so good, in fact, that I really don't need to review it.

All I need to tell you is what is actually in it, and you'll walk away thinking to yourself, "What a great compilation, I must buy it!" Taking it from the cover of the package, in clockwise order from the top left, there's *Sensible Soccer*, Dino Dini's *Goal*, *Championship Manager 93/94* and *Striker*. Quite possibly the four greatest soccer games ever, and if not then pretty damn close.

To recap, *Sensible Soccer* is the arcade football games by which all other soccer games are rated. *Goal!* is Dino Dini's return to the soccer world after *Kick Off 2*. *Championship Manager* is the top selling Domark title that took no less than five years to design and *Striker* was the first soccer game to use a scrolling 3D pitch, viewed from the sort of angle you usually associate with racing games like *Out Run* or *Chase HQ*. What can I say? It's truly a fantastic compilation!

94%



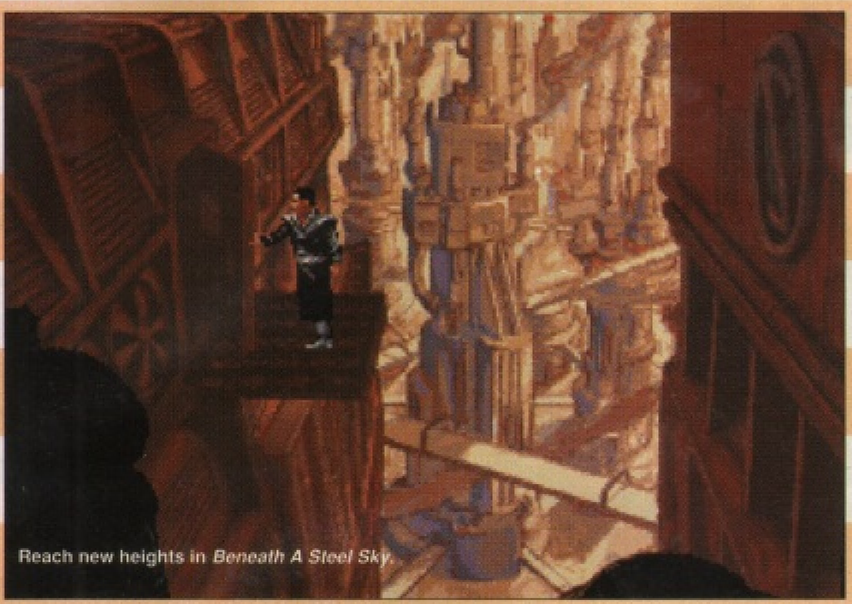


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games compendium

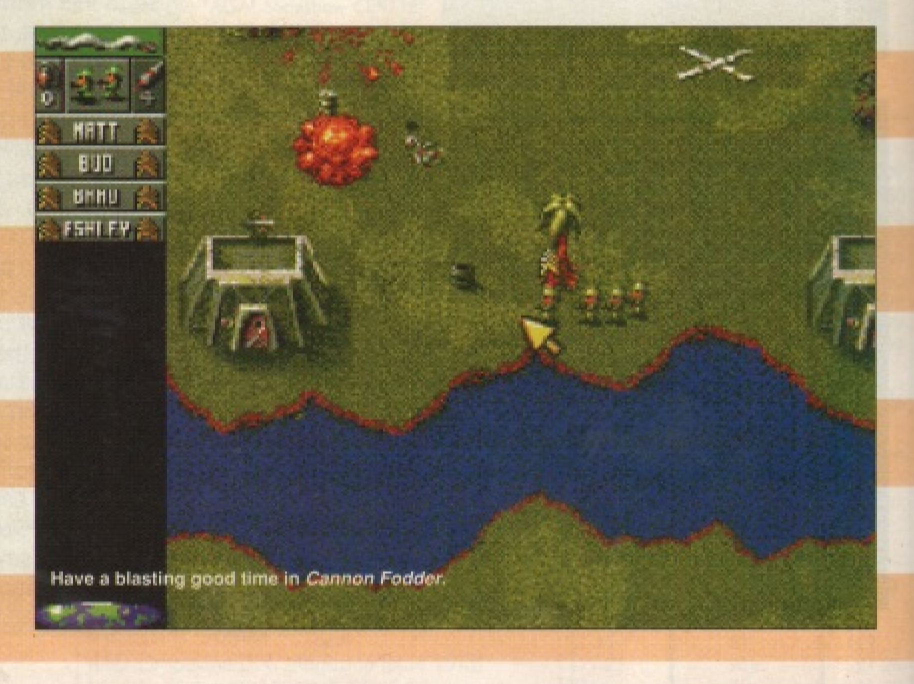
We pick up where we left off in the products compendium last issue and take a look at the games that we've reviewed in the past year.

GAMES REVIEWED AND RATED 1993-94

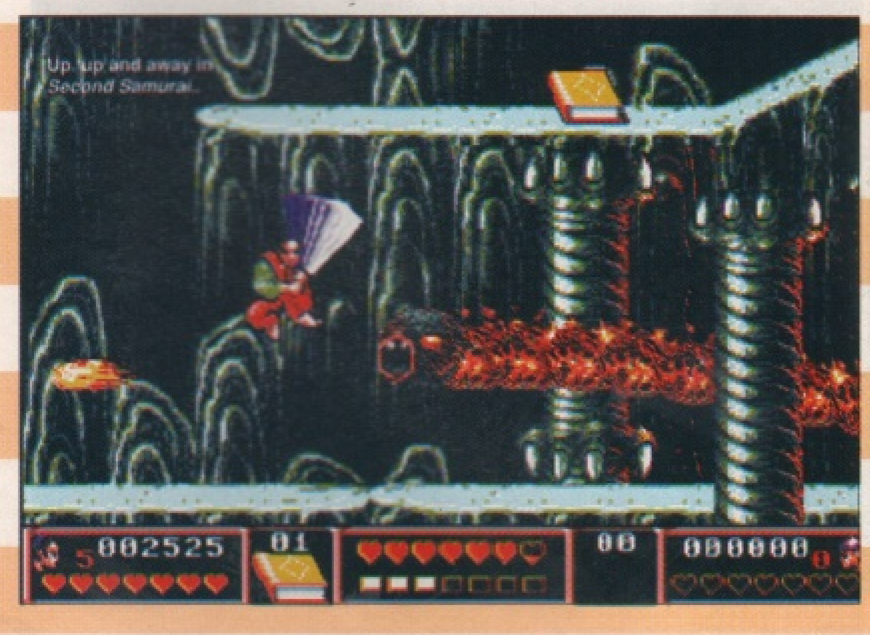

Reach new heights in *Beneath A Steel Sky*.

FULL-PRICE GAMES

Game	Type	Comment	Publisher	Issue	Rating	Price
AIRBUS A320	Sim	Perfect simulation of a boring flight.	US Gold	July 93	43%	£29.99
AIR FORCE COMMANDER	Sim	Sad flight sim with no imagination.	Impressions	December 93	48%	£29.99
ALFRED CHICKEN,	Arcade	A few niggles leave the game gutted.	Mindscape	December 93	70%	£25.99
ALIEN BREED 2	Arcade	Very tough, but a great sequel.	Team 17	December 93	83%	£29.99
APOCALYPSE	Arcade	Good idea turns to drivel.	Virgin	May 94	49%	£29.99
ARCADE POOL	Arcade	Accurate sim with learning curve difficulties.	Team 17	June 94	81%	£9.99
BATMAN RETURNS	Arcade	Sad, sad, sad. Shame on you.	Gametek	February 94	19%	£14.99
BATTLE ISLE 93	Strategy	Nice strategy game that'll please war fans.	Kompart UK	July 93	85%	£25.99
BEASTLORD	Arcade	Suspect controls and very smelly, leave alone.	Grandslam	September 93	51%	£25.99
BENEATH A STEEL SKY	Adventure	One of the greatest adventures ever.	Virgin	January 94	95%	£34.99
BLADE OF DESTINY	RPG	An incredible isometric RP adventure.	US Gold	August 93	86%	£37.99
BLASTAR	Arcade	Hard to control spiralling shoot 'em up.	Core	November 93	78%	£25.99
BLOB	Puzzle	OK puzzler, but eventually repetitive.	Core	September 93	72%	£25.99
BOB'S BAD DAY	Puzzle	A very addictive first rate puzzler.	Psygnosis	November 93	80%	£19.99
BODY BLOWS GALACTIC	Arcade	A sad follow up to a decent game.	Team 17	January 94	57%	£29.99
BRIAN THE LION	Arcade	Platform chaos with stunts and tricks.	Psygnosis	January 94	86%	£35.99
BRUTAL SPORTS FOOTBALL	Arcade	Complete scrap fest and lots of fun.	Millenium	December 93 £25.99	79%	
BUBBA 'N' STIX	Arcade	Arcade adventure in the next dimension.	Core	February 94	90%	£25.99
BUBBLE AND SQUEAK	Arcade	Redefines platform games. Stunning.	Audiogenic	April 94	94%	£24.99
BURNING RUBBER	Arcade	Avoid like Romford on a Friday night.	Ocean	November 93	41%	£25.99
CANNON FODDER	Arcade	Sensible sprites do it again. Marvellous.	Virgin	January 94	93%	£35.99
CAMPAIGN 2	Strategy	Unfriendly but potentially absorbing.	Empire	February 94	81%	£34.99
CIVILISATION AGA	Strategy	A great strategy game but over priced.	Software Demon	December 93	86%	£39.00
COOL SPOT	Arcade	Too slow for a truly great game.	Virgin	February 94	61%	£25.99
COSMIC SPACEHEAD	Arcade	Not going to grab your attention and keep it.	Codemasters	February 94	59%	£25.99
CREATURES	Puzzle	Much better puzzlers around than this.	Thalamus	July 93	58%	£25.99
CYBERCON 3	Adventure	Slow and confusing space adventure.	Kixx	December 93	32%	£12.99
DARKMERE	RPG	Attractive fantasy adventure, could be better.	Core	April 94	79%	£29.99
DINOSAUR DETECTIVE AGENCY	Arcade	Another waste of time.	Alternative	January 94	20%	£16.99
DISPOSABLE HERO	Arcade	Fast paced, well polished shoot 'em up.	Gremlin	October 93	79%	£25.99
DOGFIGHT	Simulation	Lacks depth to be a top simulation.	Microprose	November 93	42%	£29.99
DONK	Arcade	Completely uninteresting Japanese-influenced platformer.	Supervision	November 93	34%	£25.99
DUNE 2	Strategy	Atmosphere, tension and a right good blast.	Virgin	July 93	85%	£30.99
EUROPEAN CHAMPIONS	Arc	The third real contender to the footy crown.	Ocean	September 93	90%	£25.99


Have a blasting good time in *Cannon Fodder*.

Game	Type	Description	Publisher	Date	Score	Price
F-1	Arcade	Superb two player racer. Pales on solo.	Domark	February 94	84%	£29.99
FRONTIER - ELITE 2	Strategy	The ultimate in space adventure.	Gametek	October 93	97%	£34.99
FURY OF THE FURRIES	Arcade	Wonderfully animated puzzle adventure.	Mindscape	January 94	81%	£35.99
GEAR WORKS	Puzzle	Cog based puzzler. Worth a try.	Software Business	October 93	71%	£19.99
GLOBAL GLADIATORS	Arcade	Looks great, but is too easy.	Virgin	August 93	75%	£25.99
GOBLINS 3	Adventure	The *Goblin* Saga wears very thin.	Coktel Vision	February 94	53%	£25.99
HEIMDALL 2	RPG	Tasty graphics and puzzles to boot.	Core	May 94	90%	£TBA
HERO QUEST 2	RPG	Excellent sequel and worth your money.	Gremlin	September 93	83%	£27.99
HIRED GUNS	RPG	A fresh look RPG with a challenge.	Psygnosis	October 93	91%	£29.99
INNOCENT UNTIL CAUGHT	RPG	Peculiar adventure that lacks a hook.	Psygnosis	May 94	78%	£37.99
INTERNATIONAL OPEN GOLF	Sim	With so much competition this one is bunkered.	Ocean	September 93	35%	£25.99
ISHAR 1200	RPG	A substantial improvement over the A500.	Daze	August 93	83%	£32.99
ISHAR 2	RPG	The most incredible RPG ever! Brilliant sequel.	Daze	July 93	93%	£29.99
JETSTRIKE	Arcade	More like a PD game than anything else.	Alternative	January 94	50%	£25.99
JURASSIC PARK	Arcade	A well designed movie tie-in.	Ocean	February 94	87%	£25.99
K240	Strategy	Build a settlement on an asteroid.	Gremlin	May 94	91%	£35.99
KINGMAKER	Strategy	Bad design and scrappy presentation.	US Gold	December 93	23%	£29.99
KINGS QUEST 6	Adventure	Slick addition to the genre.	Sierra	April 94	89%	£34.99
LAMBOURGHINI	Arcade	Super smooth racing game with class.	Titus	February 94	99%	£25.99
LIBERATION CAPTIVE 2	RPG	The best CD32 game on floppy.	Mindscape	April 94	96%	£29.99
MAGIC BOY	Arcade	Colourful and cute. One for the young uns.	Empire	January 94	80%	£25.99
MICRO MACHIENS	Arcade	Miniature race game that's very playable.	Codemasters	November 93	89%	£19.99
MONOPOLY	Strategy	Board games on computer? What's the point?	Supervision	June 94	49%	£27.99
MORPH	Arcade	Boring shape-changing puzzle game. Avoid.	Flair	July 93	54%	£25.99
MORTAL KOMBAT	Arcade,	The best beat 'em up you can buy.	Virgin	December 93	93%	£29.99
MR NUTTS	Arcade,	Great looks, not much else.	Ocean	June 94	59%	£25.99
NAUGHTY ONES	Arcade,	A good, cute platform game.	Interactivision	April 94	80%	£25.99
NICKY 2	Arcade,	Nothing you haven't seen in a thousand platformers.	Microids	September 93	58%	£25.99
ONE STEP BEYOND	Puzzle	Addictive puzzle game from the Quaver stable.	Ocean	September 93	75%	£19.99
OPERATION STARFISH	Arcade	One of the best arcade games released.	Millenium	June 94	94%	£25.99
OVERDRIVE	Arcade	Hugely playable arcade racer in *Micro* mould.	Team 17	November 93	83%	£25.99
OVERKILL	Arcade	Fantastically playable space shoot 'em up.	Mindscape	November 93	80%	£25.99
PREMIER MANAGER 2	Strategy	Good, well presented footy managing sim.	Gremlin	October 93	75%	£25.99
PUGGSY	Arcade	Entertainment factor 10 for the lovable blob.	Psygnosis	April 94	90%	£29.99
ROBOCOD A1200 VERSION	Arcade	One of the finest platformers ever.	Millenium	July 93	90%	£29.99
SABRE TEAM AGA	Strategy	Bugless superb strategy monster.	Krisalis	March 94	89%	£25.99
SECOND SAMURAI	Arcade	An Amiga platform martial arts classic.	Psygnosis	December 93	83%	£29.99
SEEK AND DESTROY	Arcade	Brilliantly original shoot 'em up.	Mindscape	February 94	83%	£19.99
SIERRA SOCCER	Arcade	A cracking good soccer game.	Sierra	June 94	87%	£25.99
SIM LIFE AGA	Sim	Draws you in and keeps you playing.	Mindscape	August 93	85%	£34.99
SIMON THE SORCERER	Adventure	Stunning graphics and fun adventure.	Adventure Soft	February 94	90%	£34.99
SINK OR SWIM	Arcade	Average Lemming-like platform game.	Zeppelin	July 93	70%	£19.99
SKIDMARKS	Arcade	Most playable mini racers ever.	Acid Software	February 94	92%	£25.99
SNAPPERAZI	Arcade	Nothing going for it at all.	Alternative	March 94	31%	£25.99
SOCCER KID	Arcade	One of the best platformers of the year.	Krisalis	September 93	93%	£29.99
SPACE HULK	RPG	Will test every level of your strategy skills.	Electronic Arts	October	87%	£25.99
SPACE LEGENDS	Strategy	Great space combat compilation.	Empire	July 93	89%	£34.99
STARDUST	Arcade	Nice space shoot 'em up in *Asteroid* mould.	Daze	December 93	81%	£16.99
STAR TREK 25TH ANNIVERSARY	RPG	Atmospheric and challenging TV adventure.	Interplay	October 93	86%	£34.99
S.U.B.	Strategy	Second-rate strategy game.	Thalamus	March 94	58%	£29.99
SUBURBAN COMMANDO	Arcade	Appalling quality – for a change!	Alternative	January 94	68%	£24.99
SUPER CAULDRON	Arcade	Dated, infinitely dull and tedious.	Titus	July 93	27%	£25.99
SUPER SPORTS CHALLENGE	Arcade	A complete stinker of a sports sim.	Microids	September 93	18%	£25.99
SYNDICATE	Strategy	Innovative and phenomenally violent.	Electronic Arts	July 93	94%	£34.99
SWITCHQUIZ	Puzzle	Fun pub quiz with specific controllers.	Switchsoft	April 94	79%	£28.95



Up, up and away in Second Samurai...

»

Title	Type	Publisher	Rating	Comment	Date	Price
SYNERGY	Puzzle	Black Legend	87%	Great value for two puzzle pack.	June 94	£25.99
TACTICAL MANAGER	Strategy	Black Legend	87%	Extremely involving. A great game.	June 94	£25.99
THE BLUE AND THE GREY	Strategy	Impressions	69%	Competent war game with flawed combat.	April 94	£29.99
THE LOTUS TRILOGY	Arcade	Gremlin	92%	Three of the best racers ever - FAB!	February 94	£29.99
THE PATRICIAN	Strategy	Ascon	91%	Almost perfect strategy game.	August 93	£29.99
THE SETTLERS	Strategy	Blue Byte	90%	Fantastic God sim that's fun.	December 93	£25.99
THEATRE OF DEATH	Strategy	Psygnosis	68%	Good game too unplayable to be fun.	November 93	£25.99
TERMINATOR 2 THE ARCADE GAME	Arcade	Virgin	90%	Slick conversion. A fab arcade experience.	December 93	£29.99
TORNADO	Sim	DI	46%	Far too slow to be playable.	December 93	£34.99
TURRICAN 3	Arcade	Renegade	85%	The best in the series so far.	November 93	£25.99
URIDIUM 2	Arcade	Renegade	78%	Slick, polished but too tough.	November 93	£25.99
WAR IN THE GULF	Strategy	Empire	83%	The best war sim around. Check it out.	July 93	£29.99
WHALE'S VOYAGE	Strategy	Flair	45%	Uninspiring space sim that loafs along.	August 93	£29.99
WHEN TWO WORLDS WAR	Strategy	Impressions	45%	Don't bother unless you're a serious strategist.	December 93	£34.99
WIZ 'N' LIZ	Arcade	Psygnosis	79%	Fast and fun with simultaneous two player option.	November 93	£29.99
WONDERDOG	Arcade	Core	31%	Never really gets your attention.	December 93	£25.99
YO!JOE	Arcade	Hudson Soft	69%	Enjoyable but flawed platformer.	October 93	£26.99
ZOOL 2	Arcade	Gremlin	76%	Disappointing sequel to the popular platformer.	January 94	£25.99

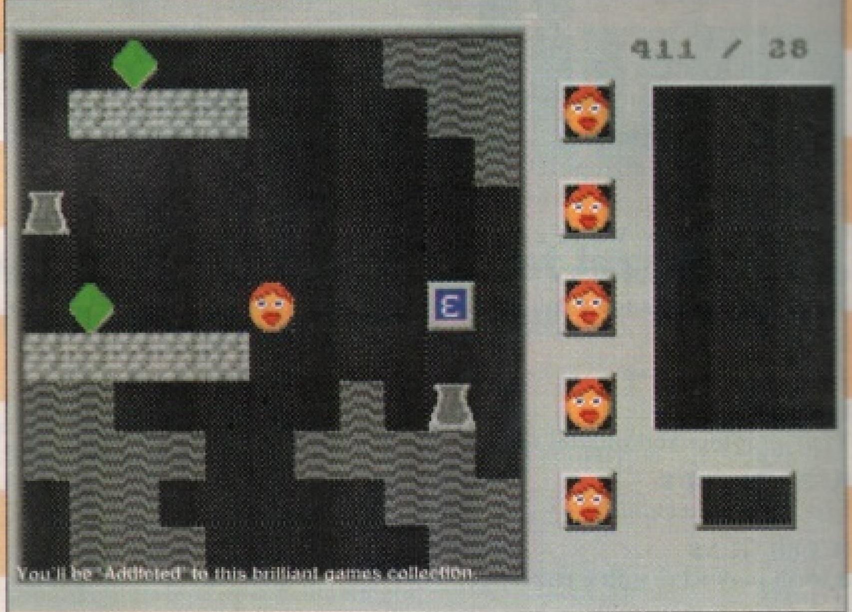
BUDGET GAMES

(The VFM section of the magazine where we take a look at some of the reduced-price games around.)

Title	Type	Publisher	Rating	Comment	Date	Price
ADDICTION	Compilation	Software Business	79%	Pretty good collection of classic games.	March 94	£25.99
ANIMATION CLASSICS PACK	Compilation	Readysoft	43%	Fab looking compilation, but no gameplay.	August 93	£49.99
ASHES OF EMPIRE	Strategy	Action 16	65%	Nothing to keep you hooked.	February 94	£12.99



Be a God for the day in *The Settlers*.

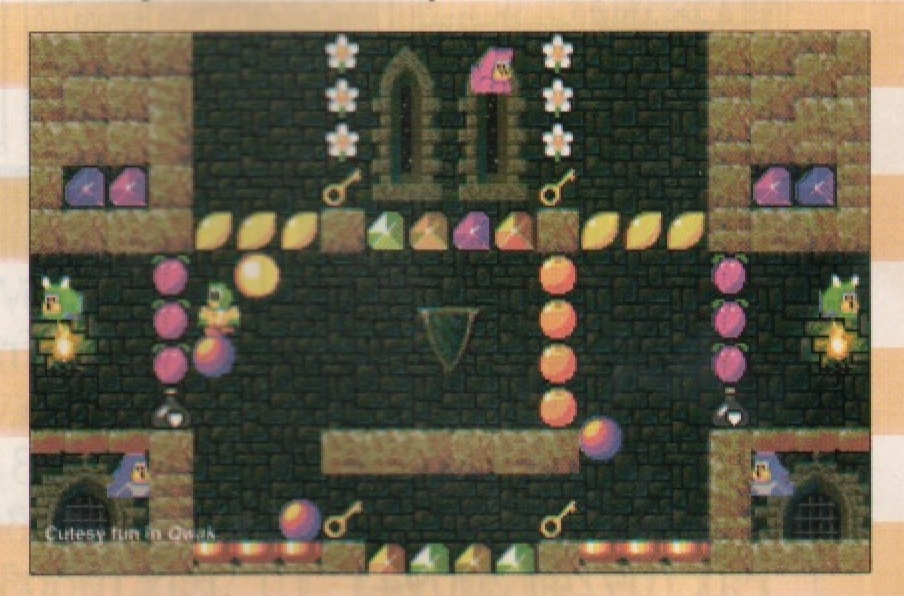


You'll be 'Addicted' to this brilliant games collection.

Title	Type	Publisher	Rating	Comment	Date	Price
ASSASSIN	Arcade	Team 17	80%	Weapon ridden shoot 'em up on budget.	March 94	£10.99
BLACK CRYPT	RPG	Hit Squad	90%	Jewel in the RPG genre crew.	February 94	£12.99
BLUE ANGELS	Sim	Hit Squad	20%	Exceedingly boring flight sim.	December 93	£9.99
BODY BLOWS ENHANCED	Arcade	Team 17	93%	You'd be mad to miss this budget release.	July 93	£12.99
BRIDES OF DRACULA	Arcade	Zeppelin	73%	Interesting, original scrolling adventure.	July 93	£9.99
BUDOKAN	Arcade	Hit Squad	35%	Not much fun to play for a beat 'em up.	July 93	£12.99
CAMPAIGN	Strategy	Empire	33%	Waste of time data disks for *Campaign*.	August 93	£15.99
CHASE HQ 2	Arcade	Hit Squad	56%	Mix of simulation and action doesn't work.	October 93	£9.99
CHUCK ROCK	Arcade	Corkers	80%	Caveman antics with the platform pal.	January 94	£9.99
COMBAT CLASSICS 2	Compilation	Empire	89%	One of the best compilations out there.	January 94	£29.99
CORPORATION	RPG	Corkers	80%	Interesting and innovative RPG.	January 94	£9.99
CRAZY CARS 2	Arcade	Titus	61%	With *Lotus* around don't bother.	July 93	£9.99
CRUISE FOR A CORPSE	Adventure	Kixx	90%	Brilliantly stylish Delphine whodunnit.	March 94	£14.99
CRYSTAL KINGDOM DIZZY	Arcade	Codemasters	35%	Even at this price it's poor value for money.	December 93	£9.99
DUNE	Strategy	Hit Squad	80%	Smart, understandable, futuristic adventure.	June 94	£14.99
EDD THE DUCK 2	Arcade	Zeppelin	41%	Terrible, even for the kids.	July 93	£9.99
EYE OF THE BEHOLDER	RPG	Kixx	89%	The RPG adventure that started it all.	May 94	£16.99
F-15 STRIKE EAGLE 2	Sim	Kixx	81%	Rush out and get this great flight sim.	September 93	£12.99
F-17 CHALLENGE	Arcade	Team 17	79%	A trifle shallow and lacking pace.	October 93	£12.99
FACE OFF	Arcade	Krisalis	38%	Not a patch on EA's game.	August 93	£9.99
FIREHAWK	Arcade	Codemasters	32%	What a terrible shoot 'em up.	July 93	£19.99
FIST FIGHTER	Arcade	Zeppelin	20%	The worst beat 'em up around. Arrgh!	October 93	£7.99
GALACTIC WARRIOR RATS	Arcade	Alternative	75%	An original, diverting action romp.	September 93	£9.99
GRAND PRIX CIRCUIT	Sim	Hit Squad	65%	Average racer, but there's better.	November 93	£9.99

GUNSHIP	Sim	Kixx	45%	Prequel to the best heli-sim flops.	March 94	£12.99
HARDBALL	Arcade	Hit Squad	82%	A decent baseball sim purchase at this price.	October 93	£9.99
HARD DRIVIN' 2	Arcade	Hit Squad	68%	A pleasant distraction for a few hours.	November 93	£9.99
HARD NOVA	RPG	Hit Squad	39%	Small graphics and awful sound.	September 93	£9.99
HILL STREET BLUES	Arcade	Krisalis	41%	A wasted license and very dull.	August 93	£9.99
HOOK	Adventure	Hit Squad	56%	Below average graphic adventure.	December 93	£9.99
HOT RUBBER	Arcade	Titus	31%	Useless rubbish, not worth the disk it's on.	July 93	£9.99
HOYLE OFFICIAL BOOK OF GAMES VOLUMES 1 AND 2	Puzzle	Kixx	74%	Card game compendium for pundits.	April 94	£16.99
HUCKLEBERRY HOUND	Arcade	Alternative	20%	Horrific to look at and play.	November 93	£9.99
JAGUAR XJ220	Arcade	Gremlin	88%	Major contender for the racing crown.	May 94	£9.99
JIMMY WHITE'S WHIRLWIND SNOOKER	Sim	Hit Squad	86%	Accurate and still the best snooker sim.	June 94	£14.99
KING'S QUEST	Adventure	Kixx	45%	There were a lot better adventures to come.	March 94	£12.99
KINGS QUEST 2: ROMANCING THE THRONE	Adventure	Sierra	84%	Good value but looks dated.	April 94	£16.99
LASER SQUAD	Strategy	Buzz	82%	Immensely playable classic game.	March 94	£9.99
LEISURE SUIT LARRY	Adventure	Kixx	50%	Bawdy fun with the tiresome bachelor.	March 94	£14.99
LEISURE SUIT LARRY 2,	Adventure,	Kixx	82%	The involving Larry saga starts to take off.	April 94	£16.99
LOOM	Adventure	Kixx	81%	Film like action and great gameplay. A superb adventure.	September 93	£12.99
LORDS OF CHAOS	Strategy	Buzz	82%	Lousy graphics hiding great playability.	March 94	£9.99
LOTUS 2	Arcade	GBH	94%	Exciting race game that still looks good.	July 93	£7.99
LURE OF THE TEMPTRESS	Adventure	Hit Squad	87%	Fantastic graphic adventure full of twists.	June 94	£14.99
MANCHESTER UNITED EUROPE	Arcade	Krisalis	70%	Worth a look but not the best.	August 93	£9.99
MEAN 18	Arcade	Hit Squad	35%	Very poor golfing sim.	October 93	£9.99
MIG 29 FULCRUM	Sim	Hit Squad	38%	Don't bother with this bad flight sim.	August 93	£12.99
MYTH	Arcade	Kixx	79%	Solid, good looking fantasy platform game.	August 93	£9.99
PARASOL STARS	Arcade	Hit Squad	82%	Not the best of the three, but still welcome.	December 93	£9.99
POLICE QUEST	Adventure	Kixx	88%	Classic police based adventure.	April 94	£16.99
POOL	Sim	Hit Squad	93%	Archer MacLean's snooker sequel is a hit.	June 94	£16.99
POWERMONGER	Strategy	Hit Squad	83%	One of the first and still one of the best.	February 94	£12.99
PREHISTORIK	Arcade	Titus	59%	Looking a bit sad even as budget software.	July 93	£9.99
PREMIER	Arcade	Corkers	84%	Stunning graphics, but the playability's stale.	May 94	£9.99
PROJECT X	Arcade	Team 17	89%	Bargain busting budget bonanza.	August 93	£12.99
QWAK	Arcade	Team 17	87%	An excellent little colourful platformer.	November 93	£12.99
RAILROAD TYCOON	Sim	Action 16	91%	Surprise strategy hit from the railroad.	February 94	£12.99
SHADOWLANDS	RPG	Hit Squad	82%	You can't go wrong with this RPG.	November 93	£9.99
SILENT SERVICE 2	Sim	Action	54%	You've got a bad game and you make it worse.	February 94	£12.99
SILLY PUTTY	Arcade	GBH	74%	Enjoyable whiz and nice graphics.	February 94	£9.99
SLEEPWALKER	Arcade	Hit Squad	70%	Frustrating novelty platform adventure.	June 94	£9.99
SPACE CRUSADE	RPG	GBH	88%	Dark and claustrophobic strategy. A great play.	February 94	£9.99
SPACE QUEST 2	Adventure	Kixx	80%	Lots of character but a bit expensive.	April 94	£16.99
SUPER SPACE INVADERS	Arcade	Hit Squad	40%	You're better off with a PD version.	November 93	£9.99
SWAP	Puzzle	Titus	78%	Not very addictive hexagonal puzzler.	July 93	£9.99
THE IMMORTAL	RPG	Hit Squad	84%	Quality animated isometric fantasy.	August 93	£12.99
THUNDERHAWK	Sim	Corkers	87%	Top sound-effects and gameplay that holds up.	May 94	£9.99
TOKI	Arcade	Hit Squad	81%	Great arcade action, ace platform fun.	September 93	£9.99
TORVAK THE WARRIOR	Arcade	Corkers	21%	Thank God they stopped making software like this.	January 94	£9.99
WING COMMANDER	Arcade	Hit Squad	70%	Very slow space battle sim.	May 94	£14.99
WORLD CLASS RUGBY	Arcade	Audiogenic	74%	Nice change from football but not special.	December 93	£14.99


Me Torvak the Warrior


Cutesy fun in Qwak

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TimpaniBoldItalic Tintoretto

Disk Number 31

Timpani TimpaniBold TitleBold
TRIBECA ToonTown ToulouseLautrec UniversityRoman
UltraBlack UMBRATHIN UNCIADIS
UpperEastSide Upsilon Usuncle Tyme

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UtopiaBold UtopiaItalic UtopiaBoldItalic
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Western Wolf YearbookBold

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Adventure Helpline



VAMP

Hello boys. Are you pleased to see me, or is that a stake you've got in your pocket? I was told that around here a woman needs to be twice as good as a man, to go half as far. Luckily that's not difficult for this woman, so let's get on with it.

When this girl is not in your neck, she is in your face! She may take your blood, but she'll take no nonsense. C'mon folks, there must be a reader out there who can get the better of her.

KGB

I am stuck in Chapter Two of *KGB*. I have found the one-way mirror and have used the ashtray to enter it. When I get back to the hotel the game says I'm sleepy and so I go to bed. I am awakened by a sharp kick in the side from Chapkin, who kills me whatever I do. Please help me I am going mad.
Rukov, Department P.

You were quite right to smash the mirror – useless things. In the secret compartment behind the glass you'll find a polaroid photograph which you should take. Now head back to the warehouse and listen to the tape. Take the recorder and microphone, then return to your hotel. Set the recorder to 'voice-activated record' and remove the headphones. Put the headphones and yourself onto the bed and dream sweet dreams of me. When Chapkin wakes you up, follow him to the bathroom and wait for the moment when you can speak. If you choose the sentence containing the word TALK, the recorder will start to operate and this will divert Chapkin long enough for you to slug him in the jaw. You can now inject him with the truth serum from his pocket and ask him a few important questions. (e.g. What does he want for Christmas? Does he believe in vampires?)

Shadowgate

I have been playing *Shadowgate* for about four years and now I'm stuck. Could you please help me? I have got down the well, crossed over the lake to the room with the skull doorway and then put the talisman in the correct place. My question is, how do you open the skull doorway?
Ian Simpson, Swansea.

Do I understand that you have been playing this game for four years, and it's only now that you believe you are stuck? Well I like a man who takes his time, but don't you think four years is pushing it a little bit?

My next question may seem a little indelicate, but have you got a horn? I am of course referring to the horn which you should have taken from the hellhound. If you have it, then operate it. You now need to operate the spike and the orb on the staff. After you've done all that you'll have a staff that glows in the dark. Mmm... I don't think I'd be able to handle that without laughing.

Operation Stealth

I'm having big problems with *Operation Stealth* from Delphine. I'm in the room with Otto who is stopping me from touching the CD controls. I know I have to put the electric cable into an electric socket, but I can't find one. Help!
Tim Causer, Whereabouts unknown.

It's awful when people won't let you play music when you want to isn't it? However I do sympathise with Otto – I have a ghoul who comes around to my tomb every night and beats on my door for hours on end. It's so noisy I can't concentrate on my organ practice.

In your case a noisy distraction is just what you need. You'll find a socket in the corridor outside the control room, where you can plug in your electric cable. Operate the razor and then use it on the trashcan. Return to the Control room and prepare to use the deadly cigarette on the computer. Once the message from the razor starts everyone panicking you can blow up the computer and punch out Otto's lights.

Curse of Enchantia

My problems concern the holes in the caverns, the magnet and the wishing well in *Enchantia*.
Mark Johnston, Ayrshire.

Ayrshire is in Scotland isn't it? I took a trip to Scotland once, but as it appeared to rain for fifteen minutes ever quarter of an hour I didn't see very much. I've never eaten a haggis either, but I understand that it is a kind of sausage that looks like a football – and after you've eaten it you wished that you'd kicked it instead.

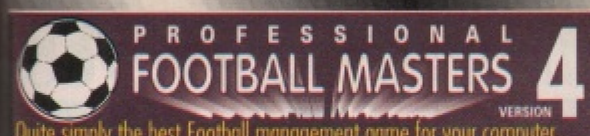
You'll find it hard to believe, but the object of this part of the game is to make a mask out of mud and twigs which can turn you into an ugly monster. Once you are wearing the mask you can climb into a bucket which will be hoisted out of the cave system. Before this can happen you must get string from the rock-basher, (give him rocks first). Attach the string to the magnet, and then it can be thrown into a little hole in the wall. Now you can pull out some wire. The wire can then be tied between two metal hoops in the ground to slice off a piece of the mud monsters. There is a small gold coin lying on the ground somewhere in the caves which you must find. Throw this coin down the well, and when you are given a choice of wonderful things to choose from, select a hard-hat. The helmet will let you pass under the falling rocks.



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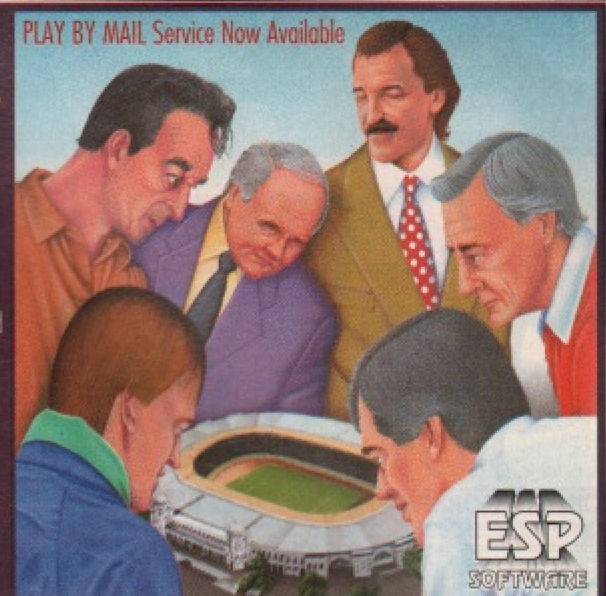
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.

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- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.



- 3 Batting/Bowling classifications (Normal, Attack and Defend).
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- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

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To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

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- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
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- Load/Save game. Skill levels.
- Computer/Human players.

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- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catches, run outs.
- Bouncers, wides and no balls.

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- Scorecard & bowling analysis.
- Weather and ground reports
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- Manhattan Chart.

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- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

FRIENDLY CONTROLS
- Icon driven with point & click.
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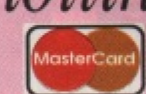
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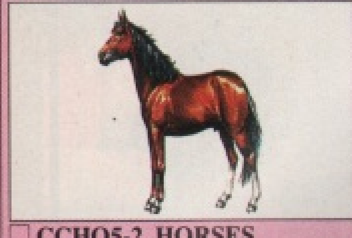
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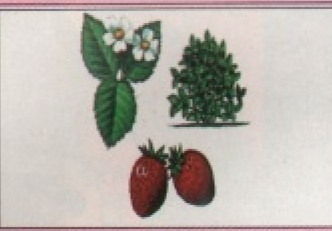





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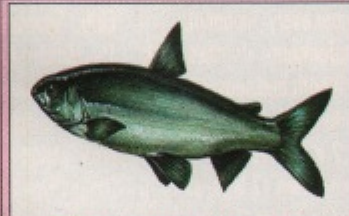
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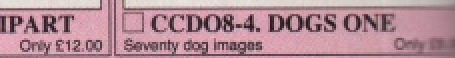
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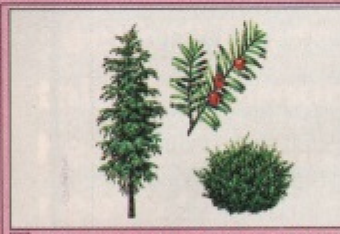
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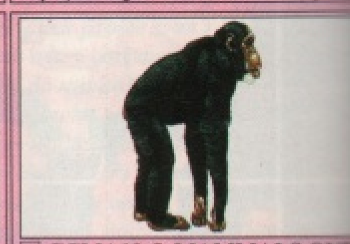
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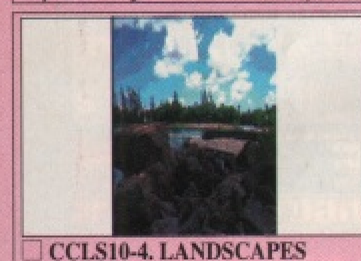
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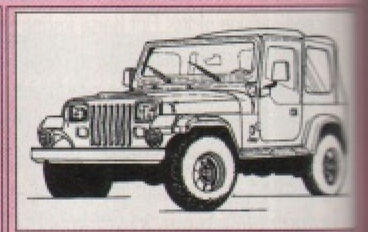
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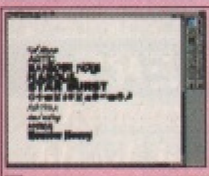
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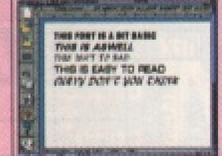
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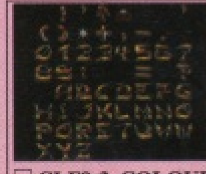
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It's back! After months of requests and begging letters, the infamous CU AMIGA helpline is back. Do you have problems with games? Can you help others? If you do, or you can, then get writing to CU HELPLINE, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

ENQUIRIES

A1. I've been playing *Bubba 'N' Stix* for the last couple of months, and I'm beginning to tear my hair out. I'm at the start of the second level, and I just cannot figure out how to get out of the room with the barrel in it. What am I doing wrong? I've knocked the barrel over with my stick, but I also keep getting knocked over. Help!
Barry Chester, Market Harborough.

A2. I've had the excellent Supervision game *Donk* for quite a while, but just can't get anywhere with it. At the very start the moment you collect a gem, the whole screen goes red and I can't see where I'm going and die. Tell me, are there any cheats that will get me through to the second level and beyond?
Janet Peterstroke, Frantham.

A3. I have managed to get all the way through the desert level of *Fury of the Furries*, but am having some problems on the level with the sliding walls and the island in the middle. Every time I press the button on the side, the wall comes up, all the water is drained away and I'm left stuck in a corner. What am I doing wrong?
Peter Beard, London.

A4. Hello, I was wondering if you could help me? In the new Psygnosis game *Puggsy*, I've got a little stuck. A few levels into the game you get caught in front of what I can only describe as a lake of fire, and I can find no way of getting around it. A friend of mine said it had something to do with a water pistol, but I can't find out what they mean.
Bill Edwards, Welwyn.

A5. Help me! Help me! It's just too hard! You know what I'm talking about! It's called *Disposable Hero*, and although it's a great game, it's just far too hard for it's own good. Are there any cheats that will get me to the end of the game? I can complete the first three levels on easy mode, but I just can't get any further than that.
Tony Bond, Gwent.

RESPONSES

A1. To answer the reader enquiry this issue (see this page), the start of the second level of *Bubba 'N' Stix* couldn't be easier. You'll notice when you knock the barrel over that there is a hole in the wall behind it. To open the hole, jab Stix into the hole in the wall on the left of the room, and then quickly run to the hole, where you will be sucked out of the cell.

A5. There is a cheat for *Disposable Hero*, and I'm more than happy to give it to you. First of all, go to the option screen, and select 'Arcade' mode, and turn the sound effects volume down to nothing. Then go to the high score table, hold down the right mouse button and type the word EUPHORIA, pressing return at the end to go back to the main menu. When you return to the options screen, you'll find there is a new option, Configuration, which lets you set everything in the game from the number of lives to the level you start on.

X1. In answer to the reader who wrote in wanting to know cheat codes for *Second Samurai* – here they are. What more could you possibly want?

Level 2: RFBW1CA1
Level 3: UH2RWEYM
Level 4: B4XUDVVY
Level 5: ZHTI4OTI
Level 6: 5ALIC1JF

X2. Are you really sure that you want cheats for *Fly Harder* on the Amiga? Are you quite certain? Well, okay then, you asked for them, you've got 'em:
Level 2: PHOTON
Level 3: METAGRAV
Level 4: BLACKHOLE
Level 5: SUPERNOVA
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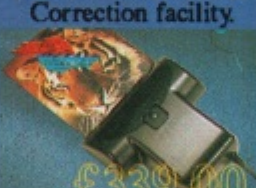
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GET SERIOUS

Wow, what an absolutely amazing tech. section you're about to read. When he found out what products he was going to get his hands on this month Andy got over excited and had to lie down for a few minutes to recover! "It was just too much," said Andy from his bed, before once again passing out to dream of 3D rendered animations, AGA paint modes and modems.

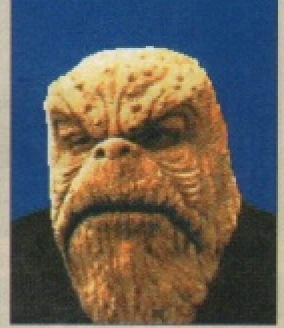
So just what caused such excitement in our normally calm technical Ed? Well for starters there's never been a better issue for graphics. In fact just the thought of the new versions of *DPaint* and *Brilliance* had him doing back flips! And when *LightWave* arrived, well it's probably best if we don't mention that bit, but we've never seen anyone use an Amiga quite like that before, it's amazing what you can do if you try!

Next up, our resident netsurfer John Kennedy gave the run down on two low-cost modems, whilst also helping the rest of the team knock together a review of Commodore's latest towering monster, the A4000-T.

And of course there's lots of other new products, including dot matrix printers, CD-ROM drives for the A1200, how to connect PC peripherals to your Amiga and an exclusive interview with the president of Newtek.



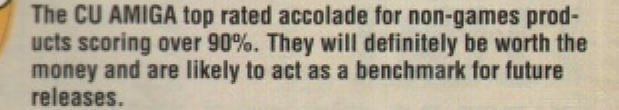








CU AMIGA TOP RATED



The CU AMIGA top rated accolade for non-games products scoring over 90%. They will definitely be worth the money and are likely to act as a benchmark for future releases.

GET SERIOUS

It's a varied selection of weird and wonderful products in this month's Get Serious. No matter what your interests are, you'll find something in here to tickle your fancy.



2 MANY FONTS

Colour Screen Fonts and Textures

When I first looked at this package my enthusiasm almost keeled over and died. I thought to myself something along the lines of, 'A collection of fonts, how boring can you get?' I was about to write as much, when I decided to create the screenshot below. Several hours, 205 brush patterns later and I'm a changed man. I'd never really played around with colour fonts before. There are ten fonts in the pack and each comes in two sizes. They are of differing quality, Astronaut being the favourite and Flint being duff in my opinion. I guess everyone would have their own preferences.

The clever bit about the fonts is that they are just anti-aliased outlines (that's clever?) This is the way that it works. You decide which font you want and print it up on *DPaint* or a similar package. Then you find a texture to suit your purpose and using 'Brush Fill' you create the end result with ease. The results speak for themselves. The variety of the textures is good and they are well chosen. Some of them border on being completely useless but most are well designed and there are a few gems. As brushes they nearly all look dreadful, but spring to life when used as a fill. There are also several hundred colour palettes on one of the disks. These are designed to optimise the colours you use for either the original brush palettes, RGB screens or composite video output – the latter being there to eliminate colour bleeding especially for video production. Lastly, the pack includes a disk of picture files, showing all of the different fill patterns, which proves to be a very useful addition. You can try out the various palettes to see if they work with the particular texture or gradient that you want. Not all is sweetness and light though.

BAKER
BLOCKS
CHANDRA
FLINT
INDUSTRIAL
MUSCLE

The manual is minimally written and although it contains all of the information that you need, it also contains many assumptions which could confuse a user who has little technical knowledge.

The installation is reasonably easy if you ignore the manual and just try for yourself, which is not the way to please most users. On the plus side, the manual contains some good hints about how to get the best out of the fonts. I am surprised at the lack of animated brush fills for use with *DPaint* and so on. It seems almost too obvious to expect to be able to create animated burning letters for example. The effort on the artist's part would have been minimal and the end results would be improved tenfold.

All in all, *2 Many Fonts* is a mixed bag. Some of the fonts are really nice and chunky. They all have a professional air about them which is something that you seldom find. Considering that the various brushes only use 16 colours, they produce some really good results and if you have an AGA machine mixing effects on screen can look wonderful.

I have no hesitation in recommending that video professionals at least take a look at this pack. Dedicated amateurs might also be interested, but for most people the price tag is just far too high for what you get.

Available from: Meridian Software, 9 Gurney Crescent, Littlethorpe, Leicestershire LE9 5JL. Tel: 0533 863501.
Price: £59.95.

71%

You are probably sick of hearing about the Internet by now, but even if you hate Comms with a passion and the thought of connecting a modem to your telephone wall socket fills you with fear, there are several major advantages to the Amiga owner. The first is the constant trickle of news and rumours, and the second is the amazing quantity of free software. Several altruists with access to several of the large computers which make up the Internet, have got together and organised Aminet – the definitive library of Public Domain and Shareware programs.

There are several mirrors of the Aminet, which means the same programs are available from several sites. If you do have Internet access, the sites you should FTP to are: USA (MO) ftp.wustl.edu, USA (CA)ftp.cdrom.com, USA (TX) ftp.etsu.edu, Scandinavia ftp.luth.se, Germanyftp.uni-kl.de, Germany ftp.uni-erlangen.de, Germanyftp.cs.tu-berlin.de, Germany ftp.uni-paderborn.de, Germanyftp.uni-oldenburg.de, Switzerland ftp.eunet.ch, Switzerland litamiga.epfl.ch, UK ftp.doc.ic.ac.uk,Australia splat.aarnet.edu.au.

Now the good news – if you don't want to take the bus down the information highway, but you have a CDROM drive, you can still have all the software. Walnut Creek regularly copy the latest software and put about 610Mb of it onto a single silver disk – for £20 you get more programs than you'll ever be able to use.

All files are stored in compressed format – usually LHA, which means using the programs is a lot more complicated than the average magazine coverdisk. You will need to feel confident at the Shell, although a program such as Directory Opus can simplify the process considerably. Personally, I prefer such a compression method over DMS or similar, as it makes getting hold of a single program very quick. Any CDROM drive will suffice – so no matter if you have a CDTV with a floppy drive, a CD32 with networking software or a dedicated drive connected to a Tandem card, using this disk is the same. Files are stored in the drawers which will soon be familiar: BIZ, COMM, DEMO, DEV, DISK, GAME,GFX, HARD, INFO, MISC, MODS, MUS, OS20, OS30, PIX, TEXT and UTIL. Almost everything you can think of is included,

from utilities (including a full C compiler) through ray-traced pictures and animations, to demos and games. Several times in the past week alone, I've read or heard about a fabulous new program and found it within seconds on the CD. This CD was supplied to us by 17 Bit Software, and is dated February 1994. For the latest details you can contact Walnut Creek directly via electronic mail – their address is info@cdrom.com if that means anything to you you'll know what to do with it.

Available from Seventeen Bit Software, First Floor Offices, 2-8 Market St Wakefield, West Yorkshire WF1 1DH. Tel:0924 366982. Price: £19.99.

90%

MAXON MAGIC

Screen Blanker

Anyone who has ever longed for a Macintosh-type screen blanker could finally have their wish fulfilled. Maxon Magic is a screen blanker in exactly that style and has a few extras thrown in for good measure.

For those who are wondering what a screen blanker is; if you leave your monitor on for a long time the screen can burn itself into the tube; after a certain amount of inactivity a blanker will automatically show a picture or animation designed to stop this. Maxon will work with any Amiga that has at least 1Mb of memory and two drives. Personally, I would recommend 2Mb and a hard drive. Three cheers for a program that doesn't kickstart 1.3+ (When are other developers going to remember that the majority of Amigas are still using 1.3?) It even works with graphics boards that can show a workbench screen. The program uses the standard Commodore installer and once in place presents you with a tidy little requester.

There are 18 different screen-savers and the program can assign either a sound or a music module to them. The blankers range from the standard aquarium through to just a blank screen via such effects as a storm and, the demo writer's favourite, plasma. They are of variable quality and, unfortunately, that means mostly average. I was quite disappointed as the control panels were very well put together and someone has obviously put a lot of time and effort into the program. I suppose I shouldn't complain, if I want a demo I should buy a demo, but I do still feel somewhat cheated.

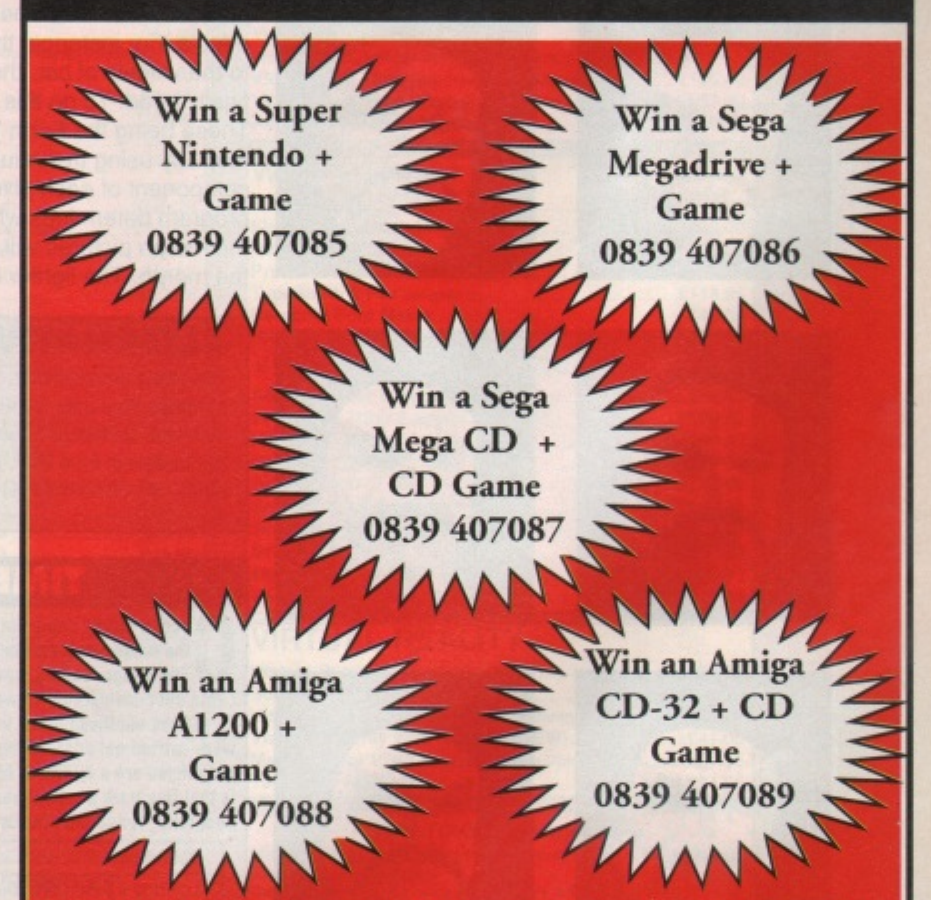
There are a few other niggles as well. The graphics, whilst competent, are hardly anything to write home about and the animation on savers like 'Flying Breakfast' is distinctly jerky. With so many graphic artists and demo writers around these are small but inexcusable faults.

The sampled sound support is great, allowing you to attach a sample to just about any process or key. You can use as many different samples as you want and can create an absolute cacophony if you do several things in rapid succession. Then there's the music module support or rather the lack of it. Maxon only supports modules created with a program called 'Face the Music.' With the majority of Amiga musicians using either a tracker program or *OctaMED*, this is also inexcusable.

When all is said and done though, Maxon still holds its head up above water. The flexibility built into the control panels is excellent and well thought out, the blankers themselves are modules. Hopefully, HiSoft will release some new modules that address the problems mentioned above. The potential is there for this program to be an absolute killer. However, at £29.95, it can only receive a moderate score.

Available from: HiSoft, The Old School, Greenfield, Bedford MK45 5DE. Tel: 0525 718181. Price:£29.95.

65%

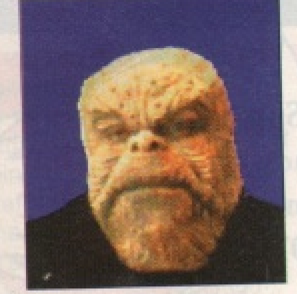
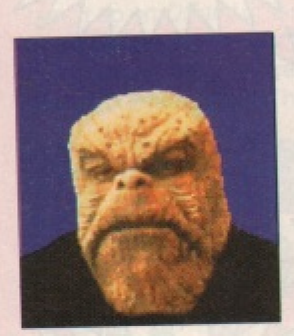


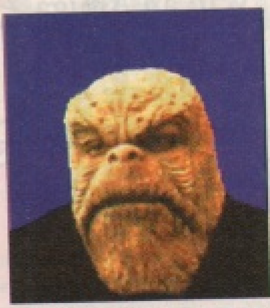
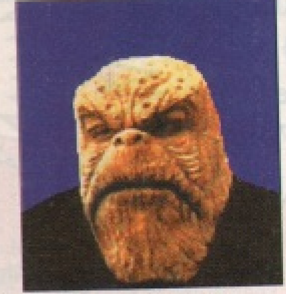
Cocoon Morph

Andy Leaning morphs and warps his way through the day with the new *Cocoon Morph* special effects graphics program.





Warp speed ahead. Check out the warping capabilities of *Cocoon Morph*.

Morphing is the process of creating animated sequences where one object magically transforms into another. *Cocoon Morph*, the latest Amiga morphing program, offers similar capabilities to its competitors *CineMorph* and *Morphplus* and more. For example, you can create morphs, warps and animated morphs in 24-bit, AGA and other lower colour mode images. It can also composite a morph over backdrops, rescale images and morph different areas of an image at different times and speeds.

The program works in a similar manner to most other morphing packages. Two images are loaded: the starting and destination pictures. Over these you place a grid which tells the program which parts of the the first image will change into which parts of the destination. For warping images, ie distorting a single image rather than changing between two different pictures, the same picture is loaded twice. The grid over the destination image is then reshaped to show how the picture contents under the grid will be deformed.

The program can also change different parts of a picture at different times, giving more realistic effects. For instance, the legs of a horse changing to the wheels of car, then followed by the body and finally head. To do this, additional files are used. These being the Form Value Map and Colour Value Map. By using the value of the red, green and blue component of each pixel in Form Value Map file, the program determines when the equivalent pixels in the morph pictures will change during the course of the morph. The lighter being sooner, darker later. A similar process acting on the Colour Value Map file determines how quickly the pixels change happens once they start.

Alternatively, the speed of the morph can be manipulated globally. Instead of setting individual pixels, a line,within a requester, is moved vertically over a horizontal axis. Increasing or decreasing the height of the line sets the speed that the distortion is carried out at ,at that particular point in the morph – the left-hand edge being the start, the right-hand being the finish.

PROBLEMS

Cocoon Morph has more than its fair share of problems. For starters it's slow (see the time trials panel), it also only displays the source and destination images in grey scale, and insists on first showing a full size version of the image before rescaling it for the working display! Other irritations include only being able to magnify to one level, and not being able to clearly see the grid intersection-points on areas of dark background (which frequently happens with the grey scale pictures you are forced to use). Finally, having to make sure that the two images I wanted to load were the same size, ie the same width and height was the most annoying factor of all.

CONCLUSION

The designers of *Cocoon Morph* seemed to have tried to make *Cocoon Morph* flexible and useful. Even without the added bonus of speed controls, *Cocoon Morph* gave better looking images than those I've seen from *CineMorph* or *Morph Plus*. Add the speed controls and *Cocoon Morph* can produce some very realistic results indeed.

However, the problems – such as slow operating speed, restricting the files to the same size and only one level of magnification – all make the program difficult and annoying to use. Once they are, *Cocoon Morph* will be worth having. CU

ALTERNATIVES

Two rivals are available.

A) Morph Plus from ASDG. Available from Meridian Software, tel 081 543 3500. Price:£199

B) CineMorph from GVP. Available on its own (£25.95 from Silica, tel: 081 309 1111) or with ImageFX (£149).

TIME TRIALS

Cocoon Morph came out a tad slower than its competitors in the extensive tests that we carried out here at CU AMIGA. The image loading, saving times, morphing times, all came out considerably slower than its competitor CineMorph.

Check out these times in the CU AMIGA time trials. They were carried out on a 25MHz A4000 040. Add some extra waiting time if you are a A1200 or A500 users. The good news, however, is that DevWare are now working on a faster version which will, hopefully, speed the program up.

Operation	CineMorph	Cocoon
Loading a 6-bit (256 colour) IFF image	*2.45 seconds*	*29.3 seconds*
A simple warp execution and saving the results	*17.5 seconds*	*3.45 minutes*

CU AMIGA time trials 1994.

JARGON BUSTER

- Morph: A technique used in films/adverts etc where one object on the screen is 'magically' transformed into another. A car into a horse, bowling pin to milk bottle etc.
- Warp: Similar to morphing, but rather than changing between two objects, an single object is warped/mutated into a different shape.

COCOON MORPH $99

Any Amiga with 3Mb of RAM. Hard drive required if less than 4Mb of RAM.

DEVWARE, 12520 KIRKHAM COURT SUITE, 1 POWAY, CA 92064.
TEL: 0101 603 532 7701

EASE OF USE 60%
Its slow operating speed makes it cumbersome to use.

VALUE FOR MONEY 70%
It's expensive compared to CineMorph but it can do more in some areas!

EFFECTIVENESS 80%
Produces some good results.

FLEXIBILITY 80%
Grey scale-only viewing, but otherwise very good.

INNOVATION 85%
Different speed morphs, composition and more.

"A good program dampened by slow performance."

OVERALL 75%

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CU AMIGA NEWTEK INTERVIEW SPECIAL

There's a revolution about to happen, and it's going to happen on an Amiga near you! Desktop Video, the creation and manipulation of video on a small computer, is going to do for the Amiga what DTP did for the Apple Mac. Andy Leaning talks to Tim Jenison, the founder and President of NewTek, the company at the heart of this revolution.



Tim Jensen: founder and president of NewTek, one of the Amiga's leading developers!

In America the Amiga is far more than a sophisticated home computer, an entire industry has sprung up around it. Desktop video is now a huge market in America. This desktop video market has now grown so big that Sony, Apple, IBM and many of the world's biggest computer firms are desperately trying to catch up with the Amiga and get in on this market. And it's finally coming to the UK. Soon you'll be creating wonderful video images on your Amiga! And this is all possible thanks to one company, NewTek Inc.

NewTek developed and sell the VideoToaster — a plug in card that gives Amigas all the tools of a professional video studio, and the power to easily compete with computer systems costing tens of thousands of pounds!

In a CU AMIGA special feature we exclusively talk to the founder and president of NewTek and then take a look at a key component of the VideoToaster system – *LightWave.*



Andy: "When was NewTek formed?"

Tim: "In 1986, and our first product was *DigiView* – an Amiga video digitiser. At the time it was the largest selling digitiser on any format. NewTek, standing for New Technology, was formed to exploit such video applications, using computer technology to solve the problems of traditional video production. We wanted to bring personal computer technology to the video world."

Andy: "How big is NewTek now?"

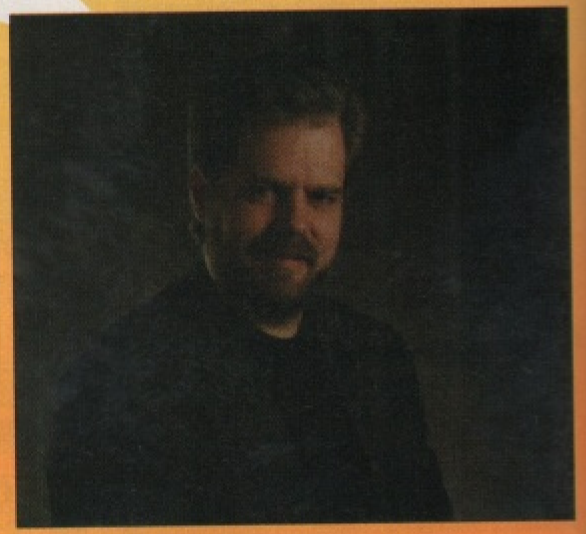
Tim: "We have 45 staff, although we use a lot of external contacts, we're what a lot of people now call a virtual corporation. Including these contractors we have about 80 to 90 people in total."

Andy: "Where did the idea for the VideoToaster come from?"

Tim: "*DigiView* was a step back for me. I had been designing high-speed video circuitry, and was familiar with the concept of manipulating video with microprocessor technology. The idea of the Toaster came from video games. Back in the '70s I was a video game technician. This gave me experience of how a microprocessor could generate video. I was also a video tape fanatic, and was frustrated that low end video production was so poor. Once you filmed something you couldn't edit it – editing had be done at film time."

Andy: "Why did you chose the Amiga?"

Tim: "When the Amiga came out I envisaged a tool to bring video tools to the masses, which is what the Video Toaster became. Commodore had a reputation for producing low-cost kit, and we wanted to keep costs down for our system. I'd never used Commodore kit, and I jumped for the Amiga solely on the technical merit of it and the value price."

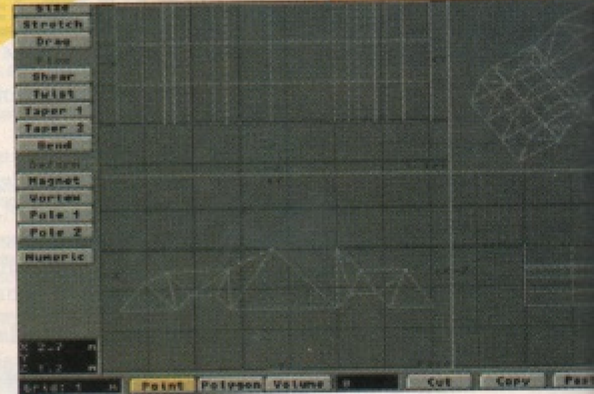


'The UK market is probably stronger than the US.'

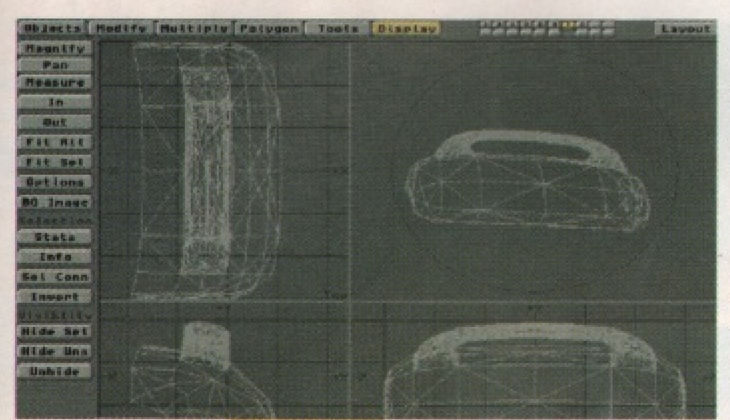
Andy: "*LightWave*, the 3D software part of the VideoToaster, has proved very popular, why do you think this happened?"

Tim: "The short answer is Allen Hastings and Stuart Ferguson. Allen handles the rendering side of *LightWave*, Stuart the modelling.

"They've been friends since they were boys and they work very closely to ensure that *LightWave* keeps getting better. There's a lot of synergy between them, they cross-pollinate each other.



The modeller in action.



Included with the LightWave modeller are a cojmprehensive and full range of easy object manipulation tools.

"Allen resents it if there's something missing in his program. If he sees something really good which is not in his products, but in someone elses, he goes out of his way to implement it. They are always looking to improve the program, making it better. They talk to Hollywood people everyday to get feedback, to find out what they want – new looks, new modes, interfacing to specialised equipment, to go to a film scanner, imitate film qualities of certain lenses to match live action shots for instance. These features then find their way to the release versions, so every user of *LightWave* has the same capabilities that Stephen Speilberg has.

"To do this they are constantly finding new ways of doing things, and always reading science magazines. It's amazing that two people constantly out-do whole teams at other companies.

"Their goal is to see *LightWave* on TV everyday. At first. other staff liked the idea, but didn't think it was possible. Now, well...

"Their most important aim is to get *LightWave* images photorealistic. If you tried to do a *seaQuest* or *Babylon 5* with a computer five years ago it wouldn't have been possible, the images would have looked false. Now it can be done: images look real. The undersea scenes in *seaQuest* for example, work because the sea looks murky and dirty, the computer is generating debris etc in the water, lots of little things that make the picture look real. *SeaQuest* is the first time anyone has been able to generate underwater shots on a computer with *LightWave*."

WHAT IS THIS VIDEOTOASTER THING?

The VideoToaster allows you to create stunning normal and 3D graphics, animations and mix them with normal video. With it you can also create captions and titles for video.

The VideoToaster is a tight coupling of hardware and software, so it doesn't make sense to break them down. In fact when it first came out, video engineers looked at the hardware and asked what planet it came from, they weren't used to software doing things that they'd do in hardware.

In essence the hardware provides a still store, a character generator, a luminance keyer and video switcher on a plug-in card for big box Amigas. The still store is a kind of electronic slide projector. It freezes the image and stores it on the hard drive. The character generator is an advanced system for overlaying characters on video, and the luminance keyer allows part of a video image to be replaced with other video information. The last component, the video switcher is essentially a huge signal box for video, taking four video inputs in and allowing you to switch/fade etc between them.

All this hardware is then tied to a suite of software. The software being *Toaster Paint*, a paint program tailored to video production, and 3D modelling and animation program – *LightWave*.

The combination of this hardware and software provides 90% of the hardware you'd find in a normal video studio.

In total the VideoToaster sells for a price of $2395, although to use it on PAL systems you'll need a standards convertor to change the signals from NTSC to PAL (the UK TV standard).

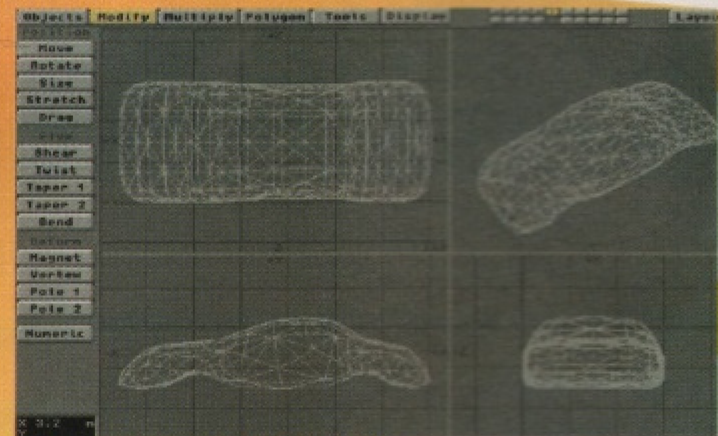
Andy: "What is Allen's background?"

Tim: "Allen started doing 3D graphics way back. He would work out the calculations, draw the results on graph paper and then film the drawings, he was doing 3D graphics without a computer!

"Then he wrote some 3D software on the Commodore PET, and later moved to the Amiga. I first saw his work at the first Commodore Users Show in Canada. He's very understated and turned up at the show and offered to show a video of some 3D graphics he'd created with the Amiga. Everyone was blown away by the results."

Andy: "Why have you now decided to sell *LightWave* in Europe?"

Tim: "Well, there's been a slowly building rumble from Europe over the last few years of people that want *LightWave*. They've heard of the success of *LightWave* in the NTSC market *(USA/Japan etc – Ed)* so there's been a demand building for it out there. But previously we looked at *LightWave* as one of ten tools needed to make TV with the VideoToaster, not as a separate tool in its own right. But there is nothing about *LightWave* that requires a VideoToaster and as Europe didn't have that *(the VideoToaster – Ed)* we eventually gave into the pressure that *LightWave* would be a good product in its own right."



This screenshot illustrates perfectly the four views of an object in action.

Andy: "How important are users in the United Kingdom to your future?"

Tim: "We want to continue to develop the DTV (Desktop Video) market. Up to this point we've neglected PAL users and you can see the result of that — the markets are very different. There's never been a Toaster in the UK, and now there's a real difference between the American and UK video production markets.

"We see it as crucial to make the Toaster available to PAL countries. It's an incredible phenomenon waiting to happen.

"For our future the UK is incredibly important, in fact, when we have looked at it more closely, per capita we think the UK is probably even stronger than the US!"

Andy: "*LightWave* is a stunning product, but what plans do you have for a PAL Toaster?"

Tim: "The Video Toaster is tied to the NTSC video signal, there's no way in which it can be converted. We are now developing a universal Toaster."

TIM JENISON ON COMMODORE

It won't come as much of a surprise to most people that, despite the power of the Amiga, Commodore has always had a problem getting it accepted as a serious computer.

Tim believes much of this problem is because Commodore marketed the Vic 20 and C64 aggressively in the US – part of this marketing was through toy stores and people still see Commodore as a toy company as a result. Also of late, Commodore has not been performing well, which again causes image problems.

Given the problems Tim seems room for incredible improvement. There's so much potential that if a good company took over Commodore it would be "the icing on the cake".

He also believes that a lot of the R&D being done at Commodore would continue under a new company. The triple A chipset and other products that he's not allowed to talk about should therefore all continue to be developed.

Andy: "NewTek is developing fast, so where do you see NewTek going in the future?"

Tim: "There's still a lot of work to be done in the desktop video market. We've still got to do a PAL Toaster, in fact, given the size of the PAL market, the existing DTV market is just the tip of the ice berg.

"It's interesting to compare the US and European markets, in the US there's been an explosion in DTV, this hasn't happened in Europe – that's an opportunity."

Andy: "Talking of the future, there's been rumours recently of departures and changes at NewTek, why did staff leave?"

Tim: "Those people decided that they wanted to do other things with their lives, a philosophical water shed. NewTek philosophy is to bring things down scale, make things as easy and as low cost as possible. The other group wanted to go for the high end market."

Andy: "What new products do you have planned for the future?"

Tim: "Several, but I'd rather not talk about them. We have long term, big, plans, to do with consumers and graphics, but I can't say any more."

So there you have it in a nutshell or straight from the horses mouth as the sayings go. On the next page you'll find an overview of *LightWave*, NewTek's power packed 3D modelling and rendering program.

As revealed in CU AMIGA June (page 23) deals are being struck which will hopefully see *LightWave* on sale in the UK as a standalone product by the time you read this.

NewTek are also finalising distribution of the VideoToaster (with standards convertor) in the UK as well.

You're going to hear a lot more about NewTek over the coming months, but just remember, you read about it in CU AMIGA first.

LIGHTWAVE

LightWave is one of the Amiga's top applications, doing more for the cause than almost any other program. And now, for the first time, it's available in the UK. So just what is it and what will it do for you?

LightWave is an acclaimed three dimensional graphics creator and animator. Actually, it's really two programs – *LightWave 3D* and *LightWave Modeller*. These programs let you create complex objects and shapes in wire frame form. Creating a shape in wire frame form means that you create a skeleton of your desired shape using a series of interconnecting lines. The lines can then be positioned and moved about wherever you like.

You can view your wire frame creation in three different windows that are shown simultaneously: from the front, side and from above. By using these three views you can see how your three-dimensional shape(s) will look. A fourth view is also available giving even more depth and perspective.

Using a variety of tools the wire frame can be very easily created and manipulated. There is a collection of simple shapes which can be used to build up complex objects. Or you can break down these shapes into their constituent elements to create even more intricate shapes. Lines can be straight or spline curves, and they can be grouped together for further manipulation (rotation, duplication etc).

There is also a wide range of custom special functions which perform a huge variety of common 3D graphic operations, such as automatic creation of symmetrical sides, bevelling edges and adding depth to flat objects. Plus you can have different layers too, which means you are able to alter the contents of one layer without interfering with the others.

POSTSCRIPT

Multiple objects can be built up and combined to form very complex and very detailed scenes. To help you there is a large collection of pre-built shapes supplied with the program, and you can also read in any Postscript Type 1 font.

Once you've created objects you can then render them, ie add texture and form to the wire frame, in very high resolution (up to 16,000 by 16,000) in 24-bit colour (16 million colours).

In order to render at such a high resolution, there are a whole variety of rendering features. The rendering engine takes care of hiding objects or parts of objects that are out of view (ie behind other objects), as well as creating shadows.

You can take any IFF graphic and map it over the surface of an object, and with suitable IFF files objects can be made to look extremely realistic. *Scala* natural life backdrops such as marble, wood and water, for example, can be 'texture mapped' onto a shape to give your objects the perfect finish. But that's only part of the story. Just adding a textured surface to an object may make it look realistic, but it will also have that extra computer-generated quality.

LightWave also lets you add shadows, reflection, transparency, refraction, radiosity, diffusion, and different lighting effects. You can move the camera (ie the angle and position from where the objects will be viewed) anywhere, and use various light sources (distant, point, spotlight, and ambient), and gels (colouring the light source), to create surface effects.

The Video Toaster has even won an Emmy award for video engineering development.

To speed up building images you can test-render the images in low resolutions and lower colour pallets, or render just part of an image.



DR. McCOY

This all creates very pleasing and very life-like still images, but what about moving images or animated sequences such as those on the TV series *Babylon Five* or *seaQuest*? Here again the program comes into its own.

You can animate textures on the surface of objects, giving a whole range of possible effects. You can set each object's movement paths and velocity, rotate objects around, scale them, and create objects that can be moved around very easily.

To create a moving object, as you'll remember, you must first create a skeleton and then add a texture over the top.

This is easy enough, but if you have a complex object, such as a human body, trying to animate it in a life-like manner can be a horrendous task. This is because, usually, the 3D modeller only builds individual objects, so if you wish to move, for example, an arm or a leg, it usually means moving several objects at the same time (muscles, upper arm, forearm, hand, fingers etc) in each frame.

LightWave's developers however, have cleverly devised a system which does this as easily as possible. Known as 'bones' it's so simple, but so super and easy to use, that it should have been called Clark Kent. (*Strange boy -Ed.*)

The bones are built up in the model stage by inserting them in a chain along the inside of the object, forming an interconnecting series of movable points. Moving one bone in a chain will consequenlty move other bones attached to it and so on, much like in real life.

REALISM

Added to all these features are a whole range of other facilities that give increased realism, including facilities to recreate things which only occur as accidents or optical illusions in real life. These include motion blur, (the blur you get when you take a picture of a fast moving object), lens flare (the effect of sun shining on the side of the camera) and so on. The combined result of all these features gives *LightWave* the potential to create stunningly realistic images and animations and do so quickly and effectively.

The program will quite happily work on Amiga's with 4Mb of RAM and a 68020 processor or greater (I know, in a previous article we quoted 8Mb minimum, but Newtek's Toastermeister, Lee Stranahan put us right, claiming that the modeller alone will work with even less), although obviously the more objects and animations you use the slower things get when operating with minimum RAM.

With *LightWave* you can create amazingly professional video effects and 3D visuals. Once its reputation gets out, the Amiga should find a big new market amongst the UK's professional video market. But perhaps more importantly, with *LightWave*, everyday Amiga users will have the ability to make money selling their creative skills to corporates, business and other paying individuals.

Think of all those TV production companies and corporate videos, they pay a fortune for their fancy logos – do you want some of that money?

LightWave is available from most Amiga dealers for around £500, and also from Digital Processing Systems (DPS) who supply it with their PAR card. DPS are on 0252 718300, alternatively try Silica on 081-309 1111 or Premier Vision on 071 721 7049 CU

NEXT MONTH

We plan to go to town on *LightWave*, with several members of staff creating their own masterpieces, and a full, in-depth review.



LightWave is also supplied in the UK as part of the monstrous DPS PAR card.

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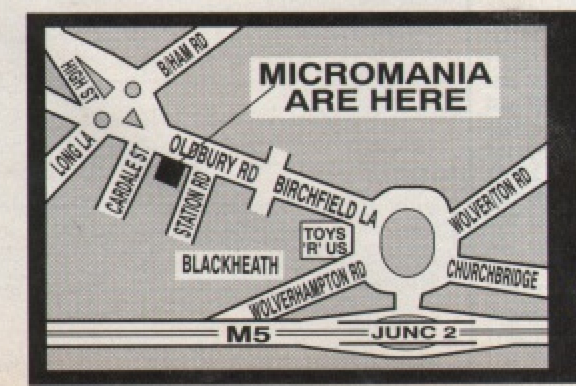
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The A4000-T is the most expandable Amiga yet. But what does it offer? Andy Leaning, Tony Horgan and John Kennedy checked out its potential.

Since the demise of the A2000, power-hungry Amiga users have pleaded with Commodore to release a more expandable model.

Sadly, with each new Amiga since the A2000 the expansion capabilities seem to have dwindled, leaving A4000 users with just four measly Zorrow III slots, one video slot and only two drive bays for CD-ROM mechanisms etc.

To correct this deficit, Commodore have released the A4000-T. This latest Amiga is similar in specification to an A4000, but with a redesigned 'modular' layout and boxed in a large, floor standing case to give more space for expansion.

IT'S MODULAR!

Now I know you've already peeked at the panel listing the new features, but that only tells half the story. What's interesting about the A4000-T is not the paper specifications, but rather the design. Sure the SCSI interface, extra video slot and drive bays are nice, but it's the modular design that stands out! This modular approach gives the system tremendous expansion potential. There are modules for not just the processor (as on the existing A4000), but also for input/out interfaces, sound and audio and finally Disk interfaces!

The processor board is no surprise, it looks and acts just like the existing A4000 card, which has recently been discontinued. The Input/Output card contains both the mouse and joystick ports along with the serial and parallel interfaces. Interestingly enough there are additional spaces on the back plate so we may see new I/O cards with other interfaces types (Ethernet/LAN etc). We'll just have to wait and see.

The sound and video module houses everyday Amiga video output and phono sockets for sound along with a new mini-jack socket for headphones.

The last module is the Disk Module and it houses floppy drives and SCSI-II interfaces. Oddly enough, the IDE controller is mounted on the motherboard and not on this module. This card provides an internal ribbon cable so you can mount hard drives internally, but it also has an external socket so you can connect large optical drives etc to Commodore's tower system. When tested, the SCSI interface turned in transfer rates of between 2 and 3Mb per second, which is quite respectable.

Following the good news of the new modular design, it was a bit disappointing to find that the ChipRAM addressing problems still exist. On A4000s the accessing speeds of the ChipRAM (the area of memory reserved for pictures) is very slow – slower than an A1200. A real missed opportunity! However, Commodore have corrected the DMA problems in the Buster chip (used to control the Zorrow III slots).

THANKS FOR THE MEMORY

The number of SIMM sockets has been reduced. On the A4000 there were five sockets, now there are only four. At first this may seem like a disaster – but only until you realise that the size of the SIMMs that can be fitted has increased. Previously, you had five SIMMs of up to 4Mb – now you have four of 8Mb, which gives you a new maximum memory of 32Mb!

Other improvements include increasing the number of Zorrow slots by one, adding an extra video slot and vamping up the space for extra drives. There are now five 5.25" bays, three horizontal and two vertical. These extra bays are needed to hold the vast number of hard drives that can be fitted (nine in total).

MONO ONLY

Other less noticeable but important improvements include a secondary fan, in addition to one inside the upgraded power supply, positioning one of the video slots next to a Zorrow slot and a small internal speaker. The speaker pumps out a meagre .25 watts and is mono only, but useful none the less.

New versions of the Workbench and Kickstart are also included, although they are not the major upgrades of Workbench many users have been waiting for. The most noticeable difference being the support for CD-ROM discs. An A4000 or A1200 owner adding a CD-ROM drive will also need to get a CD-ROM filing system for it, ie the software to read the CD-ROM drive. Commodore, by pre-including this in the ROM, have ensured that adding a CD-ROM drive is as simple as plugging one in and clicking on it!



The new slimline A4000-T.

CONCLUSION

The modular design is wonderful, SCSI-II is nice, as is the increased rating of the power supply, the inclusion of a fan and extra video slot. But this new Amiga could really have been so much better.

Why did Commodore opt for a 25MHz 68040 instead of a 33MHz or 40MHz version? If the Amiga is going to continue competing with PCs and Macs, and the presence of this new model implies that Commodore intend it to do so, then a 25MHz processor isn't good enough. It's also annoying that the problems with the ChipRAM remain and a PCMCIA interface has been missed out!

Don't get me wrong, the enhancements are good news and show that Commodore are continuing to expand the Amiga line, but it could have been a lot more impressive. CU

THE DIFFERENCES AT A GLANCE

Here are the differences between the A4000-T and the A4000 at a glance.

FEATURE	A4000	A4000-T
More expansion:		
Zorrow Slots	4	5
Video Slots	1	2
PC Slots	3	4
Hard Drive Interfaces		
SCSI II	No	Yes
IDE	Yes	Yes
Drive Bays	2	5
Processor module	yes	yes
Audio/Video Module	no	yes
I/O Module	no	yes
Internal Power Supply	145Watt	250Watt
Kickstart Version	39.106	40.7
Workbench	39	29
SIMM Sockets	5	4
Max memory on motherboard	16Mb	32Mb

COMMODORE £1899

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EASE OF USE 90%
It's an Amiga!

VALUE FOR MONEY 80%
In comparative performance terms it's okay, but not outstanding.

EFFECTIVENESS 85%
A 25MHz 68040 for a power system isn't that great.

FLEXIBILITY 92%
SCSI-II, IDE and two video slots–for expanding it's the biz.

INNOVATION 90%
CD-ROM support, SCSI interface - not bad.

"The most expandable AGA Amiga available."

OVERALL 90%



This September, Electronic Arts will reveal *DPaint 5* to a waiting world. In this CU AMIGA exclusive preview Andy Leaning takes a sneak peek at what could be the biggest software release of the year.

DPAINT 5

DPaint is one of those rare programs that set the standard by which all other paint packages are judged. Prior to its release in 1985 there was simply nothing as powerful or as flexible for painting on a home computer.

In fact it was almost 10 years before *DPaint* had any real competition, with the launch late last year of *Brilliance* by Digital Creations. *Brilliance* rocked *DPaint*'s number one position in the Amiga painting programs arena, as it came out with some extremely good new features.

But as we revealed last January, Electronic Arts (EA) didn't get where it is by resting on past glories and even at that stage had already started work on a version, *DPaint 5*, to hit back at the young upstart.

EA have been in consultation with many people to find out how to make *DPaint* better, including user groups and professionals and, of course, your favourite Amiga mag. On our last visit to their Slough headquarters we took a look at the first working test version.

THE COMPETITION

Over the years there have been several competitors to *DPaint*. These have included *Photon Paint*, *SpectraColour* and *DigiPaint*. These have now largely fallen by the wayside and you'll now find it difficult to get them.

The only real alternative now left is *Brilliance*, but what an alternative! When *Brilliance* arrived late last year, EA received a nasty shock. In a CU AMIGA special in January of this year we compared both programs, and for the first time came to the conclusion that *DPaint* was no longer the Amiga's best graphics program.

How the new version of *DPaint* will compare to the new version of *Brilliance*, out soon, nobody knows. What you can be sure of, is that CU AMIGA will be there to compare both.

OLD FRIEND

Guess what. *DPaint 5* looks like *DPaint*! Because the first four versions are easily the most used art packages ever on the Amiga, EA decided, wisely, to leave the interface basically the same. Because of this, users of the older versions will have no problem picking up this version and instantly knowing how to use it.

Surprisingly, when you first scan the drop down menus and toolbox there doesn't appear to be very many new tools or capabilities (although on closer inspection there are a couple of major ones). Instead they've chosen to extend and develop existing features. There are, for instance, no new graphics tools, but the paint brush tool has been considerably enhanced and natural media pens have been added, giving a more polished and natural feel.

NATURAL MEDIA

In the existing version there isn't a facility to alter the flow, area or type of the air brush spray. In version five, however, you can alter the rate of the spray and the focus, a spray area indicator will also be provided showing exactly where the paint will fall.

Tired of your pictures looking like computer-generated images? Then you'll welcome *DPaint 5*'s natural media pens.

Natural media means that when you paint you get a finish just like you would if you were using actual natural media pens. Thus when painting with chalk you get a flaky pastel effect, while felt tip gives strokes a dark finish towards the centre, fading towards the edge etc.

This mode is only possible thanks to the extra colours of the AGA chipset – although you can use them in pre AGA modes the results aren't as nice or clear. There will be roughly 15-20 different types of pen available in the release version – although exactly which types they will be hasn't been decided yet.

BRUSHING UP

Brush handling was one major area where the old *DPaint* could have been much better. Once again, at first glance, nothing seems to have been done about it, but upon further investigation it transpires that one of the biggest gripes, which was the inability to cut out non-rectangular brushes, has been corrected. You can now define any shape you want as a brush, whereas before, even if you cut out an irregular shape, it would

DPAINT: A VERY COLOURFUL HISTORY!

DPaint first appeared on the Amiga way, way, back in 1985. Even in its first incarnation it was a revolutionary program – there was simply nothing else like it on the Amiga, or for that matter any other home computer.

At the time, the potential of the Amiga as a computer for producing stunning graphics was well known, but the best paint package available was a limited program called *Graphic Craft*. Then *DPaint* entered the arena and won award after award, thus setting the standard for future software.

It continued this way, with EA upgrading their flagship package roughly every two years: October '87, May '89 and finally version 4 in September '91.

The last version of *DPaint*, version 4 AGA, was released in January of this year and was received to general widespread applause. And it looks like *DPaint 5* is set to receive the same response.

still revert to a rectangle. Sadly, however, nothing seems to have been been done so far about the poor memory handling and speed of brush manipulation –- there's still a lot to be done here (don't worry though, they still have plenty of time).

Another new feature on *DPaint 5* is the enhancement to its animation tool. You can now set up a window on a picture, set the start and end locations, and *DPaint* will then fill the screen with window contents and track between the two locations, scrolling across the picture as it goes – a sort of camera pan effect.

AREXX AND MACROS

The added animation tool is an advanced macro capability. *Macro* and *Arexx* support is probably the most important feature of the new version of *DPaint*. Every feature of the program can now be recorded as a macro for playback (up to 10 macros can be defined).

Alternatively, the features can be accessed via other programs through a complete *ARexx* implementation. Using these facilities it's possible to automate processing of graphics files and animation sequences in much the same way as *ImageFX* can.

With the advent of AGA graphics and 24-bit cards, the number of 24-bit graphics files, ie pictures with 16 million colours, available on the Amiga is growing. Previously, *DPaint* didn't have any facility to save these 24-bit files. The new version now supports full 24-bit IFF file loading and saving, although at the moment it still won't handle other file formats – such as JPEG.

THUMB NAILS

There are also many other minor enhancements all the way through the program. File requesters, for example, now have a secondary requester displayed just next to them. As you highlight different files in the main requester a small scaled down version (known as a thumbnail) of the file, along with the author and other supplemental information is shown in the secondary requester.

SOONER THAN LATER!

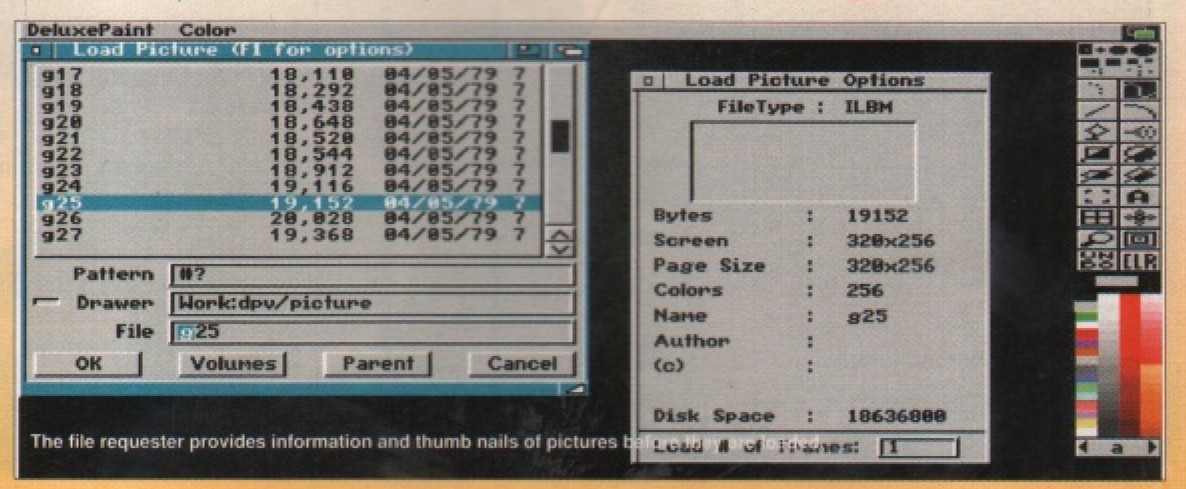
Having seen the initial stages of *DPaint 5*, it appears that Electronic Arts have decided that rather than completely overhaul *DPaint* and change everything, it would be better to improve the code and enhance sections of it, addressing the problems in the older versions rather than experimenting with a completely new product.

This may mean that there may still be some areas where *DPaint 5* has fewer features than *Brilliance* – but it also means that EA can get this eagerly-awaited new version out much sooner by upgrading and enhancing many of the features that have previously made *DPaint* an easy-to-use, standard setting piece of software.

Whether or not, it will totally outshine Brilliance remains to be seen. Rest assured, CU AMIGA will be there to find out.

Translucent fills

A fine example of the new Translucent fills in action



The file requester provides information and thumb nails of pictures before they are loaded.



Here's a fabulous chance to win some stunning SoftWood word processors.

Final Writer - Release 2 - Beta 1

Cindy - Main (Body)

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Fisherman's tales...

Softwood is a name any regular reader of CU AMIGA can't fail to know. This American software house produced one of CU AMIGA's favourite word processors (*Final Writer*) and also produced a whole range of rather nifty other word processors and utilities any budding Shakespeare would love.

When we reviewed *Final Writer* release 2 in our May issue, we gave it the CU AMIGA Top Rated Award, saying, "About as close to a *Word* for *Windows*-killer as the Amiga has ever seen. *Final Writer* is an astonishing program."

Final Writer is still the best word processor available for the Amiga, and even better we've now got seven of them to give away in a competition! Not only that, but we've also got five copies of its distant relative *PenPal* to give you.

To enter the competition all you have to do is answer the following simple questions, fill in the form at the bottom of this page and send it off – or use a photocopy to the address given below.

THE QUESTIONS ARE:

1: Is *Final Writer*?
- A: A graphics program.
- B: A game.
- C: A word processor.

2: In which town is the SoftWood UK office?
- A: Alfreton
- B: Sidcup
- C: Wimbledon

CU AMIGA COMPO

ANSWERS TO QUESTIONS

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Amount of RAM:..............................

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Please tick whether you want *Final Writer* ☐ or *PenPal*. ☐

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2. The judges decision is final, no correspondence will be entered into.
3. No employees of EMAP or SoftWood can enter.
4. Only entries sent by post will be accepted, and all entries must be received by the closing date of 19th August 1994.

A1200 CD ROM

Andy Leaning takes a look at the first Amiga 1200 CD-ROM drive not, as expected, from Commodore but from Zappo.

CU AMIGA TOP RATED

It's been a busy couple of months for Amiga CD-ROM technology. Firstly, CU AMIGA exclusively revealed that Commodore would be releasing its own A1200 CD-ROM drive. Then independent market research showed that CD32 games were outselling all other CD-ROM formats (meaning that there are more active Amiga CD users than PC, CD-i or Sega MegaCD!). And finally, several third-party developers announced that they would be shipping A1200 CD-ROM products as well!

After months of speculation we finally had a real A1200 CD-ROM drive! The unit is made by the pioneering French developers Archos (makers of the acclaimed Overdrive), and marketed in this country by Zappo, the Amiga peripherals brand name of ZCLs.

MY FIRST MITSUMI

The technology used in this system is remarkably simple and commonly available. The unit is in two halves, the PCMCIA interface and the CD-ROM drive. The PCMCIA card slots in to, strangely enough, the PCMCIA interface of the A1200. The card is tiny in size, smaller in width and length than a floppy disk, although slightly thicker. There can't be more than a couple of chips, if at all, inside it! Protruding from this card is a chunky cable (just over a foot long) which plugs into the supplied CD-ROM drive mechanism.

The CD-ROM drive is not, as reported in other Amiga mags, a Sony mechanism but rather a dual speed Mitsumi FX001D drive, and housed in its own plastic casing. This drive delivers a transfer rate of 300K/second, with an access time of 300 milliseconds. On the back of the drive there is an interface for the PCM-CIA cable, and phono jacks for audio-in and out — quite what 'audio in' is for no one could say. There is also input for a 12V power supply – taken from the mains via an adaptor.

The third and perhaps most vital component of the Zappo drive is the software. On a single Amiga disk you'll find the drivers to emulate version 3.1 of Kickstart and the Akiko chip. These drivers are needed as the version of the operation system found on A1200s was developed before the CD32, and doesn't come with CD-ROM drive support built in. The Akiko chip is also a custom component found in the CD32 and not in the A1200. To play CD32 games on an A1200 you therefore need to emulate both of these.

To play CD32 games all you need to do is to boot from this disk. For hard drive users an install program is provided, more on this in a bit. As the Amiga starts up hold down the left mouse button and an option screen appears. This gives you three options – boot the game in the CD-ROM drive, start up the Amiga with different memory configurations (for playing games under Workbench) and boot as normal.

Assuming you chose to boot the game, the Amiga 1200 will then load and play the CD32 game as if it were a CD32. A CD32 joypad can be plugged into the Amiga joystick port, or if you don't have one, you can emulate one with a joystick and various keys on the keyboard. It does a respectable job of emulating the CD32 and played many of the games we tried, including *Microcosm, Chaos Engine, Fly Harder* and *Zool 2. Sabre Team* however didn't work.

A BIT FISHY

Alternatively, you can use standard Amiga CD discs — such as the *CDPD* collection, the *Fred Fish* CDs or even the *Aminet* disc — reviewed in this months Get Serious. In this case the drive acts just like a write protected very, very, large floppy disk. You can copy files from the CD disc, and directly load programs and other files from it.

There is also the potential to play music CDs, and directly read PhotoCD images. Both of these options were mentioned in the stapled pages supplied as a manual, but I could find no drivers for these purposes on the disk provided. It's also worth pointing out that the disk supplied was not set up correctly and initially failed to install. It was only after some messing around that I finally managed to get it installed. Zappo assure us that such problems will not be present in the release version.

CONCLUSION

It's rare to come across a product that's reasonably priced, does its job well and has no major faults. The Archos CD drive is one of them, and by god it works! It's very compatible with the CD32, and supports the joypad. Just as good, but by no means as impressive, is its ability to play quite a few CDTV titles and other Amiga CD discs — CDPD etc. It does what some said was impossible, and does it long before Commodore has released its own version. This is one product that's going to sell like hot cakes. CU

THE ALTERNATIVES

See page 119 of this issue for a full run down on CD drives planned for the A1200.



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EASE OF USE 85%
Once installed simplicity itself, but the install routines need some work.

VALUE FOR MONEY 80%
Good considering there's no alternatives at present, but expensive given comparative prices on the PC.

EFFECTIVENESS 93%
Amazing compatibility for a third party product with software drivers!

FLEXIBILITY 93%
CD32 games, Amiga CDs, Audio CDs what more do you want?

INNOVATION 96%
Wow! With this and the Overdrive Archos are slowly building themselves a name for being the Amigas most innovative developers.

"A must have product for 1200 owners."

OVERALL 95%

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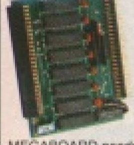
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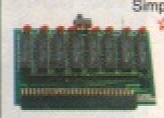
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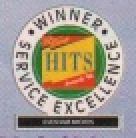
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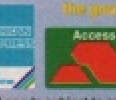


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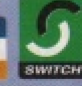
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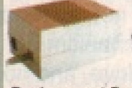
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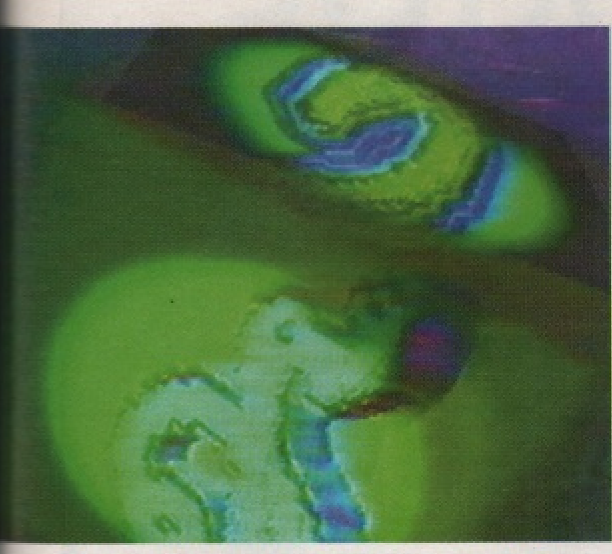
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VIDEO REVIEWS

Turn yourself into a goggle-eyed gibbering wreck with a couple of new videos. Tony Horgan cracks out the Lucozade and popcorn.

X-MIX 2

If you caught the Acid Video feature in our June issue, you'll already have had a taste of X-Mix 2. Although we included some stills from the video, due to a cock-up, the story on its producers never got to print, so here it is.

Responsible for some of the most original and varied acid videos, Studio K7 is based in Berlin, Germany. You're guaranteed a good cross-section of the current trends in club visuals with their releases, as they advertise worldwide for computer animators to submit work for inclusion on forthcoming tapes. So far, this concept has lead to the release of three 3-LUX videos, and now two X-MIX tapes. The latest, X-MIX 2, has re-introduced a lot of the chaotic variety that was missing from the X-MIX 1 tape, with all kinds of effects and animations to keep you occupied.

The Amiga interest comes from, among others, Alternative Image, who have supplied more of their slick ray-traced dreamscapes, and also from the well-known PD animator Tobias Richter, who has rendered a good few minutes of 24-bit space battles in his popular style. Most of the 60 minutes are filled with crisp 3D animations, generally slanting towards abstract science fiction.



As usual, Studio K7 have got a top DJ to provide a continuous soundtrack to the whole thing. This time it's Laurent Garnier, who spins an hour's worth of tunes from the likes of Kenny Larkin, Dave Angel, Carl Craig and Rhythim is Rhythim.

The overall style is minimal repetitive house and techno. For anyone who's seen the previous Studio K7 tapes, this is more of the same high quality audio-visual trance material, and comes recommended to all armchair spaceheads.

Available from: Alternative Image, 6 Lothair Road, Leicester, LE2 7QB. Tel: 0533 440041. Price: £13.00 including P+P.

82%



INTRUSION – EAT STATIC

There's not a single ray-traced ball to be seen in this one. Whereas X-Mix 2 comes across as a premeditated, finely crafted product, Intrusion is more of a spontaneous lucky bag brimming with video clips and graphics.

Sections from most of the best recent PD demos have found their way onto the tape, including loads of tunnels and plasma effects. These are spliced together with various other video footage, including some film taken from live Eat Static performances from the MegaDog night at London's Rocket club.

Eat Static provide nine tracks of their uniquely abrasive dance music, including the likes of Shiva Unleashed, Gulf Breeze, Forgotten Rites, Abduction, Squirm, Kalika, The Beast Within, Warp Spasm and Prana.

It's good to see someone still knocking out videos like this, full of energy and life, without succumbing to the popular notion that computer graphics has to mean 24-bit ray-traced animations. This is rough, and at times amateur -looking, but it's much more hard-hitting and exciting than the competition. Top one.

Available from: All HMV and Virgin Megastores £10.99.



88%



CD UPDATE

Since Commodore announced the launch of their CD1200 we've heard from numerous companies all of whom will be launching their own versions. With all these peripherals coming out, no one really seems to know what's happening with the future of CD technology on the A1200. Andy Leaning investigates to find out who is doing what.

For a long time now A1200 owners have wanted to connect a CD-ROM drive to their system and to be able to play CD32 games on their A1200 as well.

For months, CU AMIGA has been talking to Amiga developers and Commodore on your behalf to get them to release such a product. And in our June issue we exclusively revealed how, much to the indignation of a certain other Amiga mag, Commodore would be launching their own model.

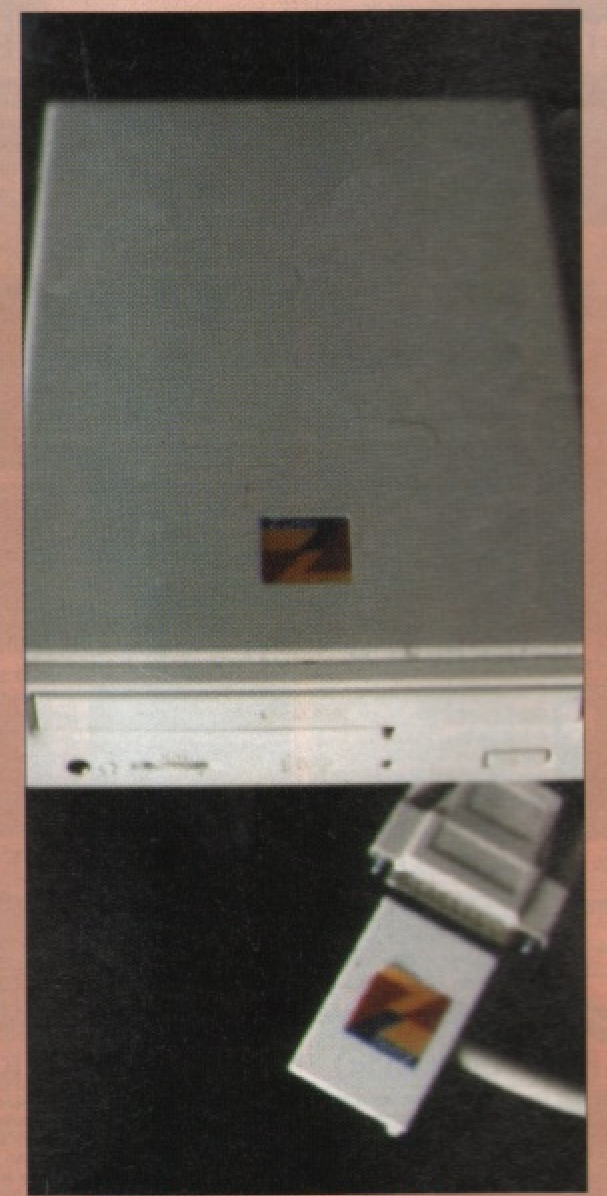
Since then, several of the biggest names in the Amiga market have jumped on the bandwagon and revealed their own models.

In fact, so many companies have announced CD-type products for the A1200, it's now pretty confusing to try and figure out who's doing what and when. Here we present the definitive guide to what the future has in store for Amiga 1200 CD-ROM technology.

INDI ZAPPO

The first A1200 CD drive to be released is the Indi Zappo CD-ROM drive. This, like the other two third-party drives looked at here, attaches to the A1200 via the PCMCIA interface – it seems someone does read my 'over the edge' column after all! It's based around a Sony double speed CD-ROM drive mechanism, the Sony CDU33A and provides a double speed drive with a transfer rate of 300K per second.

Indi claim that the Zappo drive will work with not just multimedia and Amiga PD discs, but will also play most CD32 games. The problem here is that the CD32 contains a custom chip, the Akiko chip, which is used by various games. Without this chip such games may not work. The approach taken by Indi, Commodore and Silica is to include software emulation of the chip which fools games into thinking the chip is there, even if it isn't – crafty huh?



The Indi Zappo CD-ROM drive – the first A1200 drive to be released so far.

The Indi drive also includes all the drivers (the software which controls the drive) it needs on board in ROM, thus negating the need to upgrade the Amiga ROM first – see the Commodore drive. A full review of the Zappo drive is on page 115.

AMITEK

The next model available will apparently be from Amitek. Amitek were still working on their product as this text was written, so the final details could vary, but it is known that the specifications of the drive will be very similar in specification to the Indi Zappo drive. It too is likely to be a PCMCIA device, with Akiko emulation and based around a Mitsumi CD drive mechanism.

ALFADATA

The third and last third-party CD-ROM upgrade drive is from AlfaData. This unit is slightly different from the others in that it isn't a complete solution, ie interface and CD-ROM drive, but rather just a CD-ROM PCMCIA interface for the A1200. It provides an interface for the low cost range of Mitsumi CD-ROM drives, both single speed and double speed. Mitsumi drives are available with prices starting from just over £100 – try Silica on 081-309 1111.

COMMODORE

The last model is Commodore's official A1200 CD-ROM unit. The CD1200 has internal space for extra RAM, and should be fully compatible with both CD32 games and some CDTV discs. In theory this model should be the best of the lot, after all if anyone knows how to develop an Amiga CD-ROM drive it should be Commodore. But strangely enough the CD1200 has several major downfalls compared to its competitors.

First and foremost of these problems is that the interface occupies the trapdoor slot. This means you won't be able to upgrade your Amiga with those juicy trapdoor expansions that are available – such as accelerators, SCSI interfaces and RAM card. It's also a chronic waste of the A1200's only high-speed bus connector to use it for a slow storage device such as a CD-ROM drive! Being a trapdoor interface, compared to the other PCMCIA peripherals, also means that it is the most difficult drive to fit.

Another problem is that to connect a CD-ROM drive to the A1200 you need the latest version of *Kickstart 3.1*, existing Amiga owners will need to upgrade first.

None of the drives looked at here will be able to support the FMV card, and it's unlikely a solution will be found to this problem in the near future. If you want to watch FMV films etc, you'll still have to buy a CD32.

Other than that problem, the CD1209- ^90i, Amitek and Indi models should all prove ideal if you want to play CDTV and CD32 games, access the PD CD discs and multimedia titles which are now appearing. The AlfaData model is only suitable should you want to use the PD and multimedia applications.

So, I hope that cleared away the some of the confusion that is surrounding the plethora of CD products that are being released onto the market at the moment.

Stay tuned to CU AMIGA for more information about what's happening in the ever-changing world of CD technology.

SUPPLIERS

AlfaData (Gasteiner): 081 345 6000

Amitek: All good Amiga dealers, try Silica.

Commodore: 0628 770088

Indi: 0543 419999

Silica: 081-309 1111

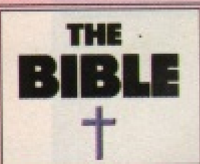
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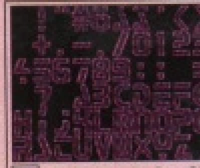
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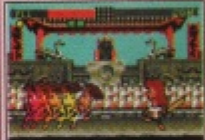
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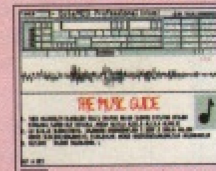

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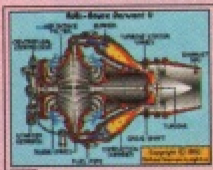


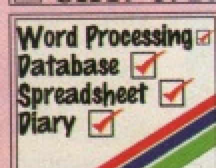
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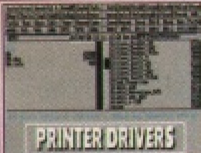


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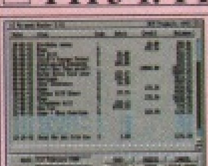
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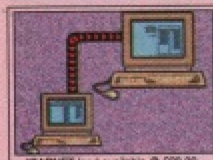

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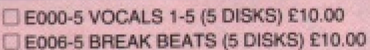
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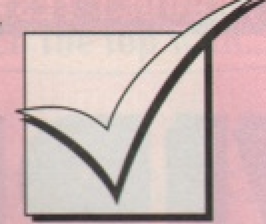
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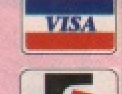
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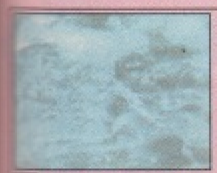


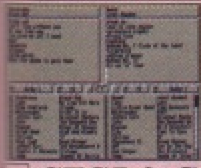




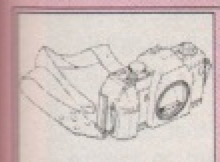
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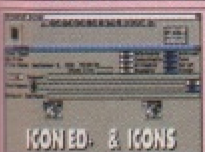

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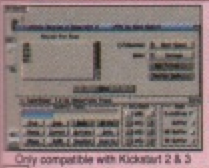
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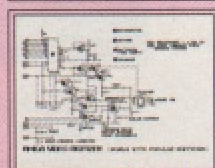

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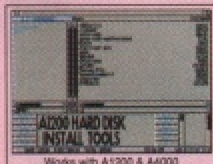

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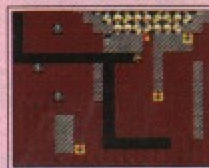


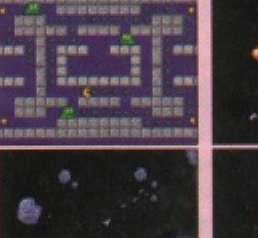
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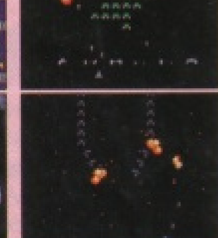


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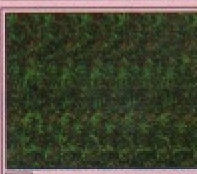


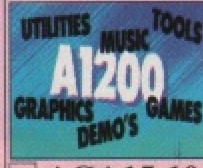
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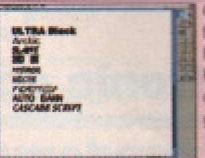

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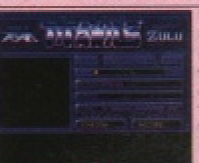
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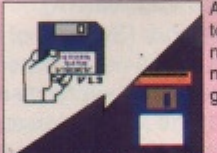


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WIRED WORLD SPECIAL REVIEW

As electronic communications continues to explode in popularity, the price of modems is falling all the time. Cybernaut John Kennedy looks at two of the most popular modems available.

As any Comms freak will tell you, there are two important criteria when looking at modems – speed and reliability. Obviously, you'll want the fastest modem possible, as the greater the speed the less time you need to spend on-line and the less money you end up paying to British Telecom.

A good speed to aim for is 14,400 baud which is roughly about 1,400 characters per second. Although there are faster modems available, there is still a little confusion over the proper standard for faster transfer rates (VFast or Turbo?). Rest assured that as soon as the next generation of 28K modems start to appear we'll be giving them a comparative review as well.

In the meantime, with the extra compression most modems use automatically, you can still reach speeds of 3,000 characters per second (cps) with a 14,400 baud modem sending plain ASCII text. Unfortunately, the built-in compression routines don't work if the file is already compressed, and so sending LHA or JPEG files will bring the speed back down to about 1500 cps. But because the amount of data being sent is now much less, thanks to the high compression factor of LHA or JPEG for example, sending precompressed files is still slightly faster than it would be sending an uncompressed file.

Both the Supra and USRobotics modems reviewed here have recently dropped in price, and both make excellent general purpose workhorses. They'll be equally happy sitting at home working as a primary way of connecting your Amiga with FidoNet, or getting the latest PD software and information from local bulletin boards.

They are also perfect for connecting to the growing number of Internet access 'Points of Presence', and as most of these commercial systems operate at a maximum speed of 14,400 baud anyway, there is no need to spend more getting a faster system.

In the office, these modems will also work as very efficient fax machines, although you will need some extra software (such as the latest release of the superb GPFax, reviewed in the June 1994 issue of CU AMIGA).

Systems Operators (Sysops) of Bulletin Boards will probably invest in faster modems (helped by the generous sysop discount schemes), but for the average user, for whom Comms is a hobby rather than a way of life, these little boxes, reviewed over the next few pages, are more than adequate.

US ROBOTICS SPORTSTER 14,4000 FAX

Although the Sportster is also available in the guise of a 2400 baud FAX modem, the low price of this unit makes it well worth the extra £70.

Visually, it may look like a stylophone/alarm clock-radio combination, but beneath the sleek, purplish, plastic exterior lurks a very reliable piece of comms technology. Older modems I have used would occasionally fail to connect, but when I upgraded to the Sportster I never once suffered a bad connection. This sort of dependability makes the Sportster a perfect choice for the beginner.

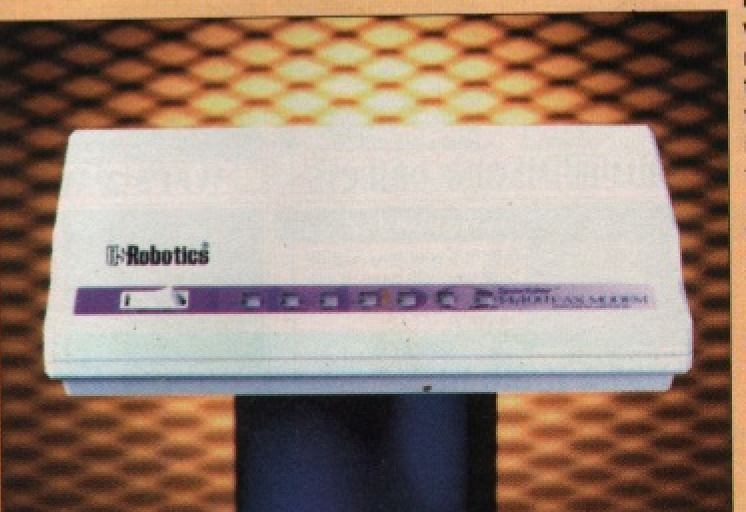
The manual, too, is superb, and although it can't be denied that there is a heavy PC bias in the bundled software and documentation, even a total newcomer to Comms will have no problems getting the Sportster working.

The only disadvantage used to be the limitation of Class 1 FAX standards – which basically meant getting Amiga software to use it as a fax machine was difficult.

However, although there are rumours of an American Class 2 modem, the best Amiga fax software, GPFax, has been updated to work perfectly with all Sportsters.

What is there to say against this modem? Nothing – if you want to start exploring the information super highway you won't do better.

85%

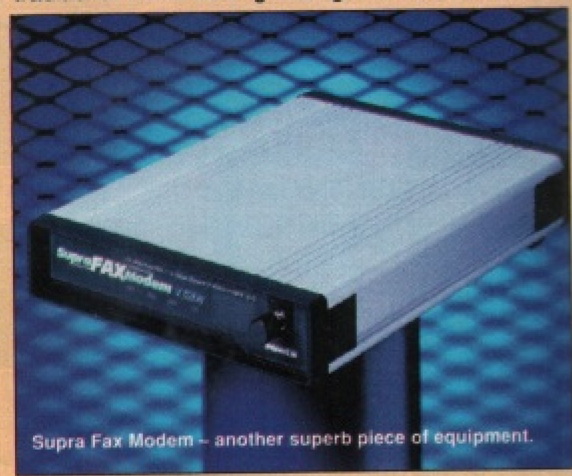


US Robotics Sportster – a great piece of equipment to explore the information highway with.

SUPRA FAX MODEM 14,400

There are two versions of the Supra FAX modem, a 'full' version and an 'LC' version. The LC version is practically identical to the full version except it doesn't have dual segment LED display and Class 2 compatibility.

The 'full' version is the one under test, and, once again, this is an excellent modem. In a more traditional metal oblong casing, the normal bank of



Supra Fax Modem – another superb piece of equipment.

status LEDs is supplemented with a green two-digit display, and very smart it is too.

Sending faxes is easy, and the Class 2 fax standard means your choice of fax software is a bit wider. There were no problems with this modem either, although I missed the Sportster's volume control. The input for a microphone at the rear of the unit, and the capability of upgrading the internal firmware, offers the possibility of using the Supra to create voice mail system. I wait in hope.

86%

CONCLUSION

Which modem you eventually buy could depend on which is currently in stock when you order, there is very little difference in their specs.

I have to admit to owning the Sportster and using it everyday, but a colleague uses the Supra and uses it just as often. We're both convinced we have the best value-for-money modems.

COMMUNICATION JARGON

Baud
A measure of data transfer. The terms Bits per Second (BPS) or Characters per Second (CPS) are generally more accurate.

Bulletin Board System (BBS)
A computer system acting as a central information and mail swopping system. These are usually voluntary-run by enthusiasts, who want to provide a worthwhile service to the local Comms community. Many are part of the Fidonet system.

BPS (Bytes Per Second)
Equivalent to miles per hour, specifies how much data is transferred per second. The higher the number the better.

Electronic Mail (email)
A message in electronic form (like a text file on disk) which can be sent to anyone with a suitable electronic mail address. Users of the Internet and Fidonet all have Email addresses.

FidoNet (fido)
A world-wide, friendly and free network of amateur bulletin board systems.

InterNet (The NET)
The 'network of networks'. Thousands of computer sites the world over are connected together via the Internet. Anyone with a computer and modem can gain access to the Internet (although they may have to pay a small monthly fee for the privilege).

Modem
A piece of electronic hardware which converts computer data to and from electronic tones suitable for transmission via the normal telephone network.

Points of Presence (PoP)
A service company will sell access to the Internet by providing a Pop for you to dial up with your Comms software.

Systems Operator (Sysop)
The person in charge of a bulletin board.

SPEED TEST

To test the speed of these modems we sent the same large compressed graphics file. The results being:

	Transfer time	Characters per second (higher value is better)
Supra	3.22	1560
Sportster	3.33	1552

Time in minutes and seconds.

A STAR PRINTER

Following last month's test of the Citizen ABC and the Seikosha SL96 printers, Andy Leaning tries out a third model, the Star LC24-30.

Star has a very respectable reputation in the Amiga market. For a long time now it has been producing solid, reliable printers at attractive prices. Its 24-pin dot matrix model follows in this tradition.

The LC24-30 is a colour 24-pin model, supporting three emulations (Epson LQ, Nec 24 and IBM Proprinter). It is slightly more difficult to use than both the Citizen and Seikosha models reviewed last month, mainly due to poor and confusing legends on the buttons.

Paper feeding is simple, with the printer taking care of pulling the paper through and loading it ready for printing. In the tests we carried out it handled a variety of paper weights well and had a general feeling that it would more than likely stand up to a battering as well.

In fact, for reliability and strength, it looks and feels well made. During the course of the review we gave it a battering, and really tried our hardest to break it, really we did, but it took everything we chucked at it!


Sample print quality with magnified example of what the Star can produce.

AND OUR PANEL SAYS

In terms of output quality our judging panel considered the Star printer to produce good quality print, although graphics output was generally considered to be a touch on the light side, with one panel member finding the output faint.

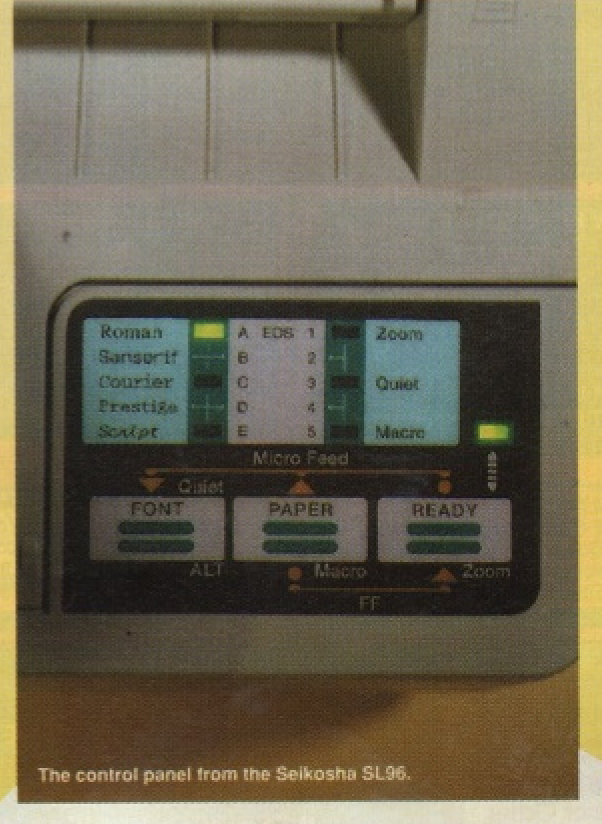
Banding problems that have been seen in other printers were impressively not that obvious, although when they did show they were severe.

For speed it performed admirably, being faster than the Citizen ABC but a touch slower than the Seikosha, about one second slower for the entire series of tests!

A TESTING TIME

CU AMIGA now has a bench test program to check compatibility, and printing speed.


The Star LC-24.



The control panel from the Seikosha SL96.

TEST RESULTS

Test	Star LC24-30
Print Quality for Text	6
Print Quality For Graphics	5
Speed Result	42

TESTS

For a full explanation of the tests CU AMIGA now checks printers with, please refer to the printer review in last months issue, July 1994.

We also check print quality, by passing a sample of the printer output in front of five different users and asking them to grade the output, before then averaging out their total scores.

This serves as a yardstick to provide a statistical figure, which with the score from the judging panel is then used to evaluate towards the overall CU AMIGA score.

CONCLUSION

For home use the Star is, without doubt, a very capable colour and black/white printer, and for office use it is probably of some use, although not for serious work. Working alongside *DPaint, Brilliance, PageStream* etc at home however we have no problem in recommending it.

THE ALTERNATIVES

Citizen ABC 24-pin Colour dot matrix printer. 86% Reviewed in July 1994.

Seikosha SL96, same as the Citizen model. 89% Review in July 1994.

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EASE OF USE 80%
A little confusing with poorly labelled buttons.

VALUE FOR MONEY 85%
A bit expensive compared to rival models but not to much so.

EFFECTIVENESS 90%
Good all-round choice.

FLEXIBILITY 85%
Colour, black and white.

INNOVATION 70%
Nothing innovative for printing technology.

"A respectable product from a respectable company."

OVERALL 87%

PD SCENE

Roll up, roll up! Tony Horgan dons his knotted handkerchief and rolls his trousers up to his ankles so he can wade in deep through the latest collection of PD demos, games and programs.

MINDFIELD
music demo

Mindfield starts out really well. There's a clever simulation of someone tuning in a TV set, which leads into the main demo. A slab of fast moving breakbeat techno opens the proceedings, with some basic graphics flashing on screen. Pressing the right mouse button brings up a list of tunes, similar in style to the first, which are spread across the demo's three disks. Unfortunately, neither the music or the sound quality is up to much — the samples are often distorted and scratchy, and the loops run out of time in places.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687. Disk nos. D0255a+b+c. Price: £4.00 including P+P.

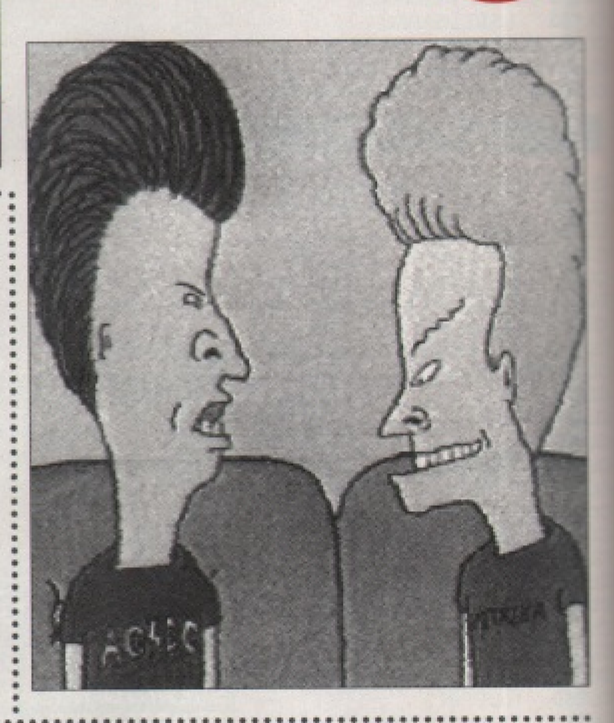
60%

BEAVIS AND BUTTHEAD
slideshow

This sucks! Well, it would if it wasn't a *Beavis and Butthead* slideshow. The quality of the digitised pictures is pretty ropey — the fuzzy low resolution grey-scale grabs aren't the best advert for the Amiga's graphical powers. However, we all like *Beavis and Butthead* here at CU AMIGA, so this was all that was needed to get the whole office saying things like "That was cool", "Dumbass!" and "Hu hu hu hu huhu." for the rest of the day. What a sad bunch eh?

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands, WV12 5NH. Price: £1.50 including P+P.

68%



OG THE CAVEMAN
game

One of the better examples of a PD game, *OG The Caveman* is a prehistoric platformer along the lines of *Chuck Rock* and *BC Kid*. It's the usual story: leopard skin-clad caveman has unexplainable urge to run from one end of a horizontally-scrolling level to the other. Along the way are spikes, holes, and the all-important nasties. At certain points in the levels, you can pick up weapons to fight off the scaly enemies. It's all pleasant enough, and quite playable in a frustrating kind of way. The graphics are nice and colourful too.

Available from: Choice Software, 144 London Road, Highfields, Sheffield. Tel: 0742 555894. Disk no. G301. Price: £1.50 including P+P.

70%

IMAGINE VIDEO COLLECTION
animation video

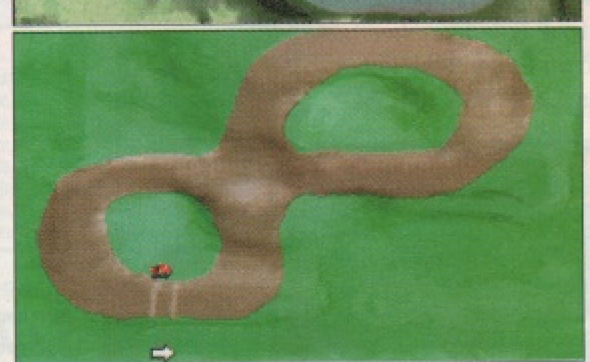
Craig Collins will be a familiar name to all Amiga animation fans. He's been responsible for some of the best 3D mini-films to appear in the public domain over the past year, and now he's put together a video tape of all his work, plus some longer sequences that are exclusive to this collection.

All of the animations were created primarily with *Imagine*, and include *Last Stand on Hoth, Dolphin Dreams, Mean CD Machines* and *Speed Limit*. The best come after these though, displaying some expert 3D modelling and animation. This bloke should be making megabucks with Steven Spielberg, and surely will be before long.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Price: £13.74 including P+P.

80%





AUTOMOBILES 1.0
game

If you can't get enough of *Skidmarks*, maybe this will ease your passion for a bit of off-road racing. It's a quite blatant copy of the top racing game from Acid software, but the main difference here is that all the tracks are contained in a single screen. The cars are even smaller than in *Skidmarks* — they're tiny, but at least it gives you a bit more room on the little tracks.

There's an almost complete lack of sound, apart from a little click when you land after a jump. Some revvy engine noises would help. As it is, *Automobiles* is a bit of a non event. Maybe if it gets updated from version 1.0 it could be worth a look.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687. Disk no. G0200. Price: £2.00 including P+P.

63%

GRAVITY FORCE 2
game

This isn't just another *Thrust* clone. It's a two-player version of the old *Asteroids*-with-gravity game, and not a bad one at that. There are plenty of different levels to keep you interested, as you thrust around the landscapes and mazes, taking pot shots at each other with your nose-mounted machine guns. One devious twist in the game is the way your bullets are affected by the gravity, so it's quite possible to shoot yourself by accident – send a flurry of lead up into the air, and it's likely to come raining down on you a few seconds later! Good fun.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687. Disk no. G0194. Price: £2.00 including P+P.

78%



FIENDTALE
comic slideshow

Something different and original! It's a comic book that's been drawn and scripted, then digitised and put on a disk as a slideshow. The artwork is brilliant — real professional quality stuff, and the digitising is clean enough to do it justice. The story is a speculative tale of what might happen if this deviant professor unleashed his mind control gas onto the public. Not much of a story, but well worth a look for the artwork alone.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorks, WF1 1DH. Tel: 0924 366982. Price: £2.00 including P+P.

88%



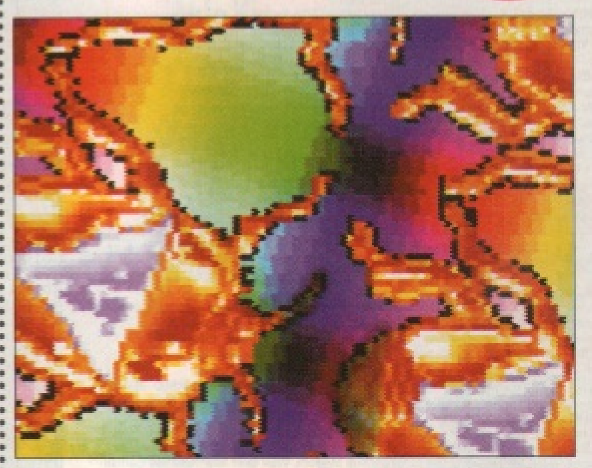


CUZCO
AGA demo

They must have had the contrast knob right up on the monitor when they wrote this demo. Half of it looks as if your screen is covered in a layer of dust. By the way, that title might be wrong – it's a bit hard to tell these days with all those fancy logos. As for the demo itself, it's a fairly brief collection of pleasant effects: a phong-shaded vector, some fast texture-mapped 3D objects, a bitmap zoom-rotation and a fractal zoom.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687.

71%



A PRAT

Someone sent me a compilation disk which included a program called Virus Maker (intended for putting viruses on disks). What a prat.

METROLINK
music demo

You cannot be serious! We've had some "alternative" music demos in the PD postbag before, but this one takes the biscuit, and dunks it in a big mug of cold cocoa. Get this: "*Metrolink* was inspired by the opening, in 1992, of a new light railway system in Manchester". Phew, I thought it was just me that got excited about public transport.

The best bit, nestling among the cheesy Kraftwerk-style synth burbles, is the catchy chorus: "Driving through the city streets, sleek white trams on rails of steel, Metrolink, climb aboard and take a ride!" It's like Rod Jane and Freddy on your Amiga! What next, an anthem for the London Underground, or maybe a theme tune for the Hastings to Brighton bus service? We can't wait for the follow-up!

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 2DH. Tel: 0924 366982. Disk no.3126. Price: £2.00 including P+P.

10%

GAME OF THE MONTH

DR STRANGE
game



What a stunna! *The Unusual World of Doctor Strange* is a game and a half. Like most PD games, it's a rip off from an old coin-op, *Space Panic* in this case. You play Dr Strange, a mad professor type, who's invented an evolution machine. Unfortunately, his slobbering assistant Igor presses the wrong button, sending the machine haywire. Masses of disgusting little blobby monsters are released, and start having a riot in the castle. Pulling out your pickaxe from under the bed, you set off for a night of murderous blob-squishing.

It plays just like *Space Panic*. To kill the nasties, you need to dig a hole in the floor, and wait for them to fall in. Before they can climb out, you hack them to pieces with your pick-axe. This is actually quite a cute game.

The graphics are excellent, from the cartoon intro, to the lovely little sprites and detailed backdrops. The sound effects are good too, with metal clangs, squelches and whines from the little monsters. This is definitely the best PD game of the last few months.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 2DH. Tel: 0924 366982. Disk no. 3151. Price: £2.00 including P+P.

90%



GALAGA DELUXE 2.0
game

The best PD shoot 'em up to appear for a while, *Galaga Deluxe* is a conversion of the coin-op of the same name. It's a pretty good copy of the old zapper, even if the game itself is just *Space Invaders* with knobs on.

The only irritating thing is the way you need to get power-ups just to accelerate your ship to anything above a snail's pace. Once the ship has a bit of speed up, it plays fine. You also get the choice of a good *Enigma*-style soundtrack (with that Soul II Soul beat), or some nice bleepy sound effects. Recommended to to zap fans.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687. Disk no. G0202. Price: £2.00 including P+P.

80%

»



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U409 **CG FONT COLLECTION VOL.6** - More of the same.
U410 **CG FONT COLLECTION VOL.7** - As above.
U411 **SONIC DRUM KIT v2.0** - PD version of this highly rated Computer drum kit. This PD version has the SAVE functions disabled. Full version only available from the author.
D200 **BILLS INTERACTIVE COLOUR CYCLER 2.0** - Semi interactive/user defined lightshow. In other words a variety of colour cycling pictures (tunnels, mandlebrots, plasmas, etc) where the user can alter the type of effects on screen. This version stops after a few minutes. Full version from author only.
U412**VMORPH v2.30** - Latest version of this superb picture warping and morphing package.
U413 **CASIO COMMUNICATIONS** - Software and DIY cable diagram to connect your Amiga up to a Casio digital diary SF-4300/SF-4600 (and other models).
U414 **ONFORM** - Excellent invoice printing tool. On line speech tells you what do next. Powerful and easy to use.
G326 **KISS THE CANVAS** - Boxing game with big well animated sprites. •A1200 ONLY•
T43 **WITCHES COOKBOOK VOL.1 ISSUE.1** - Magical use of herbs.
G327 **P.JP FORMULA 1 MANAGER** - Run your own Formula One racing team. Keyboard and joystick controlled.
U415 **FORCASTER v2.01b** - Very good horse racing predictor. Point and click operated for ease of use. •NOT A500•
U416 **COURSE FORM** - Another horse racing prediction package. User friendly modular interface.
U417 **1200 HARD DRIVE SET UP DISK** - Formatting and partitioning software for A1200 HD owners. •A1200 ONLY•
E81 **ANIMAL LAND** - Nice game for infants. You will be taken to different scenes, where you'll be asked where the different animals live. Includes speech and animal sound effects. •NOT A500•
E82 **CALCULUS COMBAT** - Maths questions integrated into missile command. Answer the questions to destroy the incoming missiles. Several skill levels. Clever idea.
E83 **JAPANESE TUTOR** - Tests your Japanese. Based on mutiple choice questions.
U418 **NO SAMPLER v2.0** - Several music module rippers, a sample maker, and articles from the Med User Group (MUG).
G328 **RAISE THE TITANIC** - The best 3D Construction Kit game to date. A under sea adventure with smooth 3D graphics. •NOT A500•
G329 **NOSTALGIA** - Clone of Andrew Braybrook's classic Uridium. Horizontal two way scrolling shoot-em-up.
G330 **CAG v3.1** - Text/graphics adventure games creator. Super value. This will allow you to create professional games without programming knowledge, just a good imagination.
U419 **LECed / LECasm** - Combined Editor and assembler. Completely set up, no hassles like similar PD ones. V.Good.
U420 **CD READER v1.1** - Connect your A1200 to the CD32. Read CD's from your A1200.

ZAPPO AMIGA A1200 CD ROM DRIVE

Don't wait months for Commodores A1200 CD ROM. Zappo's A1200 CD ROM drive is here, now.

NEW

- Double Speed,Multi Session CD ROM.
- Photo CD Compatible.
- Plays CD32 Software and standard music CD's.
- Slots into PCMCIA slot (unlike Commodore's).
- Available Early July. Phone for further details.

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ASSASSINS GAMES COMPILATIONS 1 - 167, IN STOCK.



STAR TREK & THE NEXT GENERATION
Disk magazine for all Trekkie fans. Loads of news, reviews and interviews. Plus music and graphics. Mega.
All five disks for only £6.99.inc
ISSUE 6
THIS IS NOT PUBLIC DOMAIN

JUST IN .... (NOT AVAILABLE FOR THE AMIGA A500)
FROM THE PRODUCERS OF THE FINAL FRONTIER COMES HOLODECK. FULL OF ORIGINAL STAR TREK RELATED RAYRACED AND HAND DRAWN SCENES. EXCLUSIVE ART WORK AND NOT PUBLIC DOMAIN.
CURENTLY AVAILABLE....
HOLODECK 3 (2 DISKS).... PRICED AT £2.70..inc. } OR TAKE BOTH FOR
HOLODECK 4 (2 DISKS).... PRICED AT £2.70..inc. } ONLY £5.00.inc.

EDUCATION

E75 **THE DARK ROOM** - Learn how photographs are developed.
E59 **STAR VIEW** - Displays all the stars, planets, and constellations. With zoom facility.
E16 **CHESS TUTOR** - Four programs that take you through the rules to taking part in historic matches.
E52 **COLOUR THE ALPHABET 2** - Learning game for infants. Includes Digitised speech. V.good.
E41 **FRACTIONS** - Teaches and tests you on (+)ing, (-)ing, (x)ing, and (/)ing with fractions.
E49-E51 (3 DISKS) **DESKTOP GUIDE TO MUSIC** - Everything you ever wanted you know about electronic music. •NOT A500•
E44 **THE MATHS ADVENTURE** - Maths problems integrated into an adventure game.
E60 **CODE MUNGUS** - Highway Code testing program. Strange name but a brilliant bit of software.
E69 **ASTRO 22** - Astrology plotter programme for horoscopes.
E74 **EASY SPELL II** - Spelling game. •NOT A500•
E46 **LITTLE TRAVELLER** - Useful information on the Worlds popular travel spots. For holiday makers.
E23 **TOTAL CONCEPTS - ASTRONOMY** - Lots of interesting facts and digitised stills.
E24 **TOTAL CONCEPTS - DINOSAURS** - All about prehistoric Earth.
E79 **THE MYSTERIES OF THE RUNES** - Slideshow explaining the meanings of the various Rune Stones. •NOT A1200•
E65-66 (2 DISKS) **TARRO MASTER** - Tarro card tutor and prediction software.
E76 **FRENCH WORD TESTER** - Title name speaks for itself. •NOT A500•
E18 **BIORHYMS CALCULATOR** - Displays your personal biorhyms graph for any month of any year.
T28 **DREAMS FOR AN ANGEL** - Reveal the secrets of your dreams.
E12 **UNITS** - Speed, time, weight, length, angles, force, density, volume. Measurement conversions.
E36 **STEAM ENGINE** - Cross section animation of a steam engine. See how they work, with labels.
E37 **FOUR STROKE PETROL ENGINE** - Cross section animation of a car petrol engine.
E42 **GAS TURBINE ENGINES** - Cross section animations of an old and modern turbine jet engines.
E54 **STIRLING ENGINE** - Cross section animations of the Stirling engine.
E56-57 (2 DISKS) **AMERICAN FOOTBALL** - Comprehensive illustrated rule book of this sport.
E68 **KIDS DISK 2** - Maths Maze, Beat Sheets, Shape sorter. Edutainment games.
E77-E78 (2 DISKS) **TOME OF MYTHS** - Greek and Roman mythology. •REQUIRES 1.5 MEGABYTES•

BUSINESS SOFTWARE

U312 **BUDBASE V1.2** - Simple to use database.
U311 **EASY CALC PLUS** - Commercial quality spreadsheet. Loads of features. •NOT A500•
U324 **JoGRAPH 1.0** - Ex-commercial graph plotter. 25 different type of graphs, even 3D ones.
U310 **PAY ADVICE DATABASE v3.00** - Payslip database. Shareware demo version.
U303 **INVENTORY v2** - Stock control, staff wages database and general database all in one.
U135 **600 BUSINESS LETTERS** - A letter for every occassion. Job applications to complaints. Just load them up into any word processor.
U273 **ACCOUNT MASTER v2.1** - Very powerful personal finance accounts programme.
U204 **CHEQUE BOOK** - Keep a track on your cheque account. Nice and easy.
U242 **LAST WILL AND TESTAMENT** - Ready prepared wills to cover endless situations. Just load them up into any word processor.
U209 **FORM REALLY UNLIMITED** - Invoice and form designer with print facility.
U166 **BIZCALC** - Loan and mortgage calculator.
U304 **TEXT ENGINE v4.1** - The best shareware word processor. With intergrated spell checker.

GRAPHICS UTILITIES

U1 **ULTIMATE ICON DISK** - Edit, draw your own Workbench icons. Import graphics from IFF paint packages. Loads of example icons included.
U3 **M-CAD** - The only PD Computer Aided Design programme. Pretty good.
U9 **C LIGHT** - Ex-commercial raytracer, now shareware. Easy to use.
U62 **SCENE GENERATOR** - Fractal landscape generator. Produces realistic mountain landscapes with water, clouds, snow, etc...
U115 **LAND BUILD** - Another powerful fractal landscaper.
U102 **AMIGA FOX** - Desktop publishing package.
U142 **FREE PAINT** - The best PD IFF paint proggy.
U384 **VIEWTEK 2.1** - The ultimate picture and animation viewer. Full AGA support. •NOT A500•
U271 **POLYED** - Animation creator. Uses polygons to allows large animations on low memory Amiga's.
U190 **GATORS GRAFIX GALLERY** - Tips on how to produce professional logos like those seen in demos.
U289 **MINI MORPH** - Picture warping and morphing programme. Supports 16 colour pictures.
U286 **KIDS PAINT** - Simple, easy and functional art package for youngsters.
U211 **CAPTIONATOR** - Scrolling text video titler.
U187 **MOBED 2** - Sprite drawing and animation editor. For coders.
U154 **AUDIO ANIMATION** - Animation studio with onion skin facility. Sound samples can be assigned to any frame.
U54-U56 (2 DISKS) **VIDEO UTILITIES** - Collection of useful video titling tools.
U285 **sMOVIES** - Video titling tool. For adding scrolling text to videos. Text can scroll up or down and across the screen. Plus some other xtra fx.
U295 **MIXED IMAGINE OBJECTS** - Loads of Star Trek objects and military hardware objects for use with the Imagine raytracer.
U334-341 (8 DISKS) **MIXED IMAGINE OBJECT 2 TO 9** - Series of miscellaneous objects for Imagine.
U296 **GRINDER** - Picture file format convertor. Supports GIF, JPEG, HAM-E, HAM, TIFF, ATARI, etc.. •RECOMMENDED you run Grinder from a hard drive with at least 2 megabytes of memory•
U354 **LYAPUNOVIA V1.5** - Fractal generator. More flexible and spectacular than mandlebrots.
U270 **VMORPH** - Another excellent morphing programme.
U379 **LANDSCAPE** - Computer aided garden designer. Generates 3D representations from 2D designs created within the programme.

CLIP ART

U236 - Photo copiers, Office, Men at work.
U230 - Food.
U224 - Sign boards, Star Trek, Christmas.
U223 - Sports, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U386-U388 (3 DISKS) WILDLIFE CLIP ART.
U100 - Teddy bears.
U96 - Easter, Christmas, Jungle Animals, Famous faces.
U251 - Babies, Furniture, Space, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm trees, Party invites, Maps of Europe, Postage stamps.
U226 - Wild west, Crowds of people, Frames, Signs.
U225 - Fancy letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy bears.
U356-365 (10 DISKS) MILITARY CLIP ART.

MUSIC TOOLS

U314 **OCTAMED TUTOR** - comprehensive manual for struggling Octamed users.
U371-372 **DRUM KIT SAMPLES** - Countless drum samples, snares, bass, toms, claps, cymbals, etc..
U325 **OCTAMED V2.0** - The best PD music sequencer around. Quite complex, but well worth the effort.
U344 **DELITRACKER v1.37** - Music module player. Supports 50 formats. •NOT A500•
U256 **ST-05** - Sound samples and intruments for use with either U183 and U325.
U257 **ST-11** - As above.
U51 **ST-90** - A above.
U258 **ST-50** - As above.
U259 **ST-87** - As above.
U260 **ST-88** - As above.
U261 **ST-89** - As above.
U262 **ST-91** - As above.
U263 **ST-92** - As above.
U264 **ST-93** - As above.

DISK UTILITIES

U281 **D-COPY 3.1** - Powerful duplication software.
U215 **FREECOPY 1.8** - Backs up 100's of game titles.
U283 **LOCKPICK** - Similar to Freecopy but supports some other different titles - around 450.
U158 **NOERRORS** - Formats hard drives and floppies with hard errors (physical damage to surface) and hides them so data will not be written or read from the bad tracks. Saves you money, useless disks can now be used.
U94 **MRBACKUP** - Hard drive backup software.
U327 **DISKSALV 2** - Corrupt data recovery. Undeletes files, validates disks, reads badly corrupt files and rewrites them, etc... •NOT A500•
U328 **MAVERICK COPIER** - Another games backup system. Well over four hundred games supported.
U329 **EPU HARD DRIVE STACKER** - Increases hard disk space upto 50% using special compression libraries which compress files written to the disk. •NOT A500•
U330 **DMS II** - Compress entire disks into a single file, upto half it's size. Boot blocks and all. Even works with NDOS disks and HD disks. •NOT A500•
U345 **REORG V3.11** - Disk optimiser. rearranges data on floppies/hard drives for optimum performance. •NOT A500•

MIXED UTILITIES

U291 **RELOKICK** - Downgrades your A500+, A600 or A1200 to Kickstart 1.3. Very reliable compatibility ratio when used to run many A500 only titles. Even works with many commericial games. Essential.
U301 **A-REXX MANUAL** - Extensive manual on the A-Rexx programming language. Many example scripts.
U206 **RACE RATER** - Horse racing predictor.
U294 **POOLS TOOLS** - Football pools predictor.
U323 **FOOTY** - Football league database. Presents various types of statistics, plus match predictions.
U316 **MAGIC WORKBENCH** - Give your Workbench a cosmetic face lift. Changes the icons and a choice of background patterns. •NOT A500, REQUIRES A HARD DRIVE•
U293 **PARBENCH** - Amiga networking software. Allows communications and control bewteen two connected Amiga (even CDTV) computers.
U353 **TERMINUS 2.0d** - Excellent modem communications software.
U300 **NCOMM 3.0** - Lastest version of this incredibly popular communications package. Very easy to setup. Great for beginners.
U363 **SPECTRUM EMULATOR V1.7** - Run Spectrum games on your Amiga. Load in software via a sampler. Games can then be saved to disk.
U241 **CANON PRINTER DRIVERS** - Bubble Jet drivers for the following models: CanonBJ30, CanonBJ10-20, CanonBJ300-300.
U239 **STAR PRINTER DRIVERS** - 9 and 24 pin printer drivers for the Star range of printers.
U103 **MESSYSID II** - Transfer files to and from Amiga DOS and PC MSDOS disks.
U313 **AGA UTILITIES** - Loads of utilities for A1200 owners. Includes a number downgrading tools.
U274 **CG FONTS COLLECTION VOL.1** - Scalable Compugraphic fonts for word processors and DTP that support this format. High quality.
U275 **CG FONTS COLLECTION VOL.2** - As Above.
U276 **CG FONTS COLLECTION VOL.3** - As above.
U308 **CG FONTS COLLECTION VOL.4** - As above.
U369-370 (2 DISKS) **SCALA BACKGROUNDS** - Hi-res backdrops for use with Scala.
U366 **TRONICAD** - Schematic designer and printer.
U342 **SUPER LEAGUE 3.40** - Fully configurable Football league datatbase. Loads of features.
U246-U247 (2 DISKS) **MORC V1.0** - Rune stone fortune teller.
U216 **BON APPETIT V1.3** - Recipe database.
U404 **GURU** - Tells you what those errors are.
U390-U401 (12 DISKS) **C MANUAL** - Massive C programming manual from the author of Norch C.
U402 **AMIGA GUIDE TO COMMS** - Everything you could ever want to know about Modem comunications. Very well written •NOT A500•
U375 **BBC EMULATOR** - Run BBC software on this great emulator. •NOT A1200•
U382 **PRINTER DRIVERS** - One hundred and ten printer drivers for most printer makes and models. Give us ring to see if your printer is supported.
U146 **AMIGA SYSTEMS CHECKERS** - Suite of Amiga system performance testers and diagnostic analysers.
U112 **AMOS WORD SQUARE SOLVER** - Locate those elusive words.
U111 **GOLFSCORE** - Golf score database. Keep a computerised record of your results.
U7 **GHOST WRITER** - Intro demo writer. Also include your own music modules.
U180 **BROWSER II** - Superb directory utility. For transfering files etc.. Editable pull down menus.
U188 **EDIT KEYS** - Keymap editor.
U269 **DART MACHINE** - Computer dart scoring.
U290 **CHARACTER GENERATOR** - Advanced Dungeons and Dragons character generator. Every rule is realised by the programme for character creation. Also will print out the character sheet.
U280 **LEMMINGS II HARD DRIVE INSTALLER** - Install Lemmings 2 on your Hard drive. •NOT A500, REQUIRES 1.5 MEGABTYES OF RAM•
U302 **AMOS NCOMMAND** - Design Workbench 2.0 style front ends for your Amos programmes. Saves as Amos source code. Save yourself hours of coding.
U307 **AMOS PRINTER ROUTINE** - Creates GFX printer printer routines for Amos projects.
U248 **NOAH'S BEGINNERS GUIDE TO THE AMIGA.** -Tutorial for complete beginners. Based on the A500 but loads of universal information for all models. Also covers hardware like, modems, hard drives, and printers.
U240 **AMOS LESSON 1** - Easy Amos tutorial. Focuses on basic screen commands, giving many examples (interactive) on how they work and for what purpose they can be used for.
U173/174 **NORTH C** - Complete C programming environment.
U355 **POWER LOGO 1.3** - Logo programming language.

DEMOS •A1200 ONLY•

D153 **RETINA** - Energetic rave music with flashy effects. Turn down the lights!!!
D184 **FULL MOON** - You can't get much better than this.
D185 **FATAL MORGANA** - Includes a tribute to Beavis and Butthead.
D157 **MOBILE - DESTINATION UNKNOWN** - Spectactular vector demo.
D159 **LETHAL EXIT** - Long running vector based demo. Light sourced vectors and tunnels....
D160 **TROJAN - TECHNO TRACKS II** - Rave demo from the US of A.
D172/173 (2 DISKS) **ORIGIN** - This demo has everything. Wonderful visuals.
D149 **PLANET GROVE** - Very eye catching.
D158 **NOP AGA** - Little demo from Hungary.

DEMOS

D161 **FAIRLIGHT 242** - Twenty nine megabytes of graphics compressed onto one disk. Incredible. Cool rave demo. •A500+ & A600 USERS REQUIRE FAST RAM OR RELOKICK•
D181 **SANITY ARTE** - Who needs AGA with cool demos like this. A must.
D148 **STATE OF THE ART** - One of most graphically impressive music demos ever.
D140/141 (2 DISKS) **RSI TIME ZONE** - Awesome megademo.
D174/175 (2 DISKS) **NINE FINGERS** - Superb dance rave demo. From the creators of State OfThe Art. Incredible.
D171 **EXTENSION** - One of those demos you'll want to watch over and over again.
D111 **FRACTAL FRENZY** - Mandlebrot demo. Fast real-time calculations.
D90 **SESPOIR** - Pretty classy demo.
D77 **MELTED EXPERIENCE** - Recommended for all serious demo colectors.
D65/66 (2 DISKS) **SILENTS BLUE HOUSE** - Strange combination of a Thrust clone and loads of music tracks. V.good. •NOT A1200•

MUSIC DEMOS

M137 **DIGITAL DEBUSSY VOL 1** - Five haunting piano renditions of Claude Debussy, By Rob Baxter.
M138 **DIGITAL DEBUSSY VOL.2** - More piano suites.
M139 **CLASSIX** - Music of three famous composers: Handel, Bach, and Pachelbel.
M134 **RHAPSODY IN BLUE** - Popular jazz music. From the Galaxy chocolate advert!!!
M130-M133 (4 DISKS) **THE A-Z OF C64 SONGS** - Hundreds of classic Commodore 64 tunes from games. Many from the top game music composers of that era. Great stuff.
M129 **TOCATA & FUGUE IN D MINOR** - Well known popular classical music piece - but no one seems to know the name? •NOT A500•
M125 **MUMBO JUMBO** - Decent music and intersting visuals. Things fly all over the place.
M122 **GOSPEL KARAOKE** - Sing a long to the words and sampled music.

SLIDESHOWS

S87 **TERMINATION PICTURE SHOW 1** - Hand drawn characters from 2000AD and the DC comics.
S73 **GULF WAR SLIDESHOW** - What hardware was used in the conflict.
S47 **HAM PICTURES 1** - Models in swim suits.
S48 **HAM PICTURES 2** - More of the same.
S98 **SATURNE 93** - Well drawn artwork, from Manga art to fantasy art.
S91 **MANGA WORLD** - Needs no introductions, the cult japanese cartoons.
S92 **AKIRA** - More Manga pictures.
S94 **NIGEL MANSELL AGA** - Nige in his Formula One racing days with Williams. •A1200 ONLY•
S93 **REVELATIONS** - One of the best hand drawn slideshows ever. Amazing attention to detail.
S108-S109 (2 DISKS) **FIX CHIX 1** - Sexy models in smim suits. •A1200 ONLY•
S112-S113 (2 DISKS) **FIX CHIX 3** - More lovelies. •A1200 ONLY•
S114 **BODY SHOP III** - Beautiful ladies posing in smim suits. •A1200 ONLY•
S117-S118 (2 DISKS) **BODY SHOP V** - More of the same. •A1200 ONLY•
S120 **UNPLEASANT WAYS TO DIE** - Several every day situations which end in nasty (and funny) accidents. Oh dear.
S119 **ERIKA ELENIAK** - The Baywatch beauty. Over 16's only please. •A1200 ONLY•
S110-S111 (2 DISK) **FIT CHIX 2** - Over 16's only please. •A1200 ONLY•

GAMES

G282 **MEGABALL AGA** - Superb arkanoid clone in 256 colours. A real quality game by any standard. •A1200 ONLY•
G288 **NUMERIX** - Excellent board game for 1 or two players. A hybrid of Tetris, Dominos, and Scrabble.
G273-274 (2 DISKS) **STARBASE 13** - Sci Fi graphic adventure. Uses point and click interface used by such games like Monkey Island.
G222 **CHESS GAMES** - 2 very well programmed chess games: GNU Chess •NOT A500•, and Chess 2.0 (for all Amiga's). Includes 10 top Chess tips on how to play succesful Chess.
G280 **BLACK DAWN** - 3D perspective dungeon game with an Alien Breed scenario.
G183 **BOUNCE & BLAST** - Very playable platform blasting game. Brilliant cartoon sprites.
G200 **FIGHTING WARRIORS** - 1 or 2 player martial arts combat game. Large well animated characters with numerous moves including a couple of special moves.
G205 **TOP OF THE LEAGUE** - Soccer management game.
G210-211 (2 DISKS) **TALISMAN** - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G212 **FRUSTRATION** - Text based adventure. Loads of depth.
G224 **OBLIVION** - Fast moving defender clone.
G226 **MORIA V5.4** - Massive RPG, Dungeons and a town to explore. Hours of play.
G229 **GIGER TETRIS** - Tetris with 256 colours. •A1200 ONLY•
G290-291 (2 DISKS) **GEORG GLAXO** - Amazing platform game from Germany.
G237 **BACKGAMMON** - Computer version of the board game. One or two players.
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the Imperial Walkers from reaching the Allied HQ. 3D Game.
G246 **WIBBLE WORLD GIDDY** - Amazing platform puzzle game similar to the budget Dizzy games.
G299 **HIGH OCTANE** - Overhead racing game for 1 or 2 players. Masses of features and best graphics in a PD racing game.
G168 **OTHELLO** - Good version of the board game. Computer player is a real tough customer.
G276 **THE GREAT ESCAPE OF BILLY BURGLAR** - Help Billy escape from the spotlights.
G68 **INSIDERS CLUB** - Stockmarket game. Better than it sounds. Very polished addictive game.
G35 **JAR** - Crystal Castles clone. An old arcade game a bit like Pacman with raised platforms. 3D isometric. A real cassic PD game.
G182 **TREASUE ISLAND** - Treasue search game for youngsters.
G286-287 (2 DISKS) **EXORCISM** - Sinister graphic text adventure in a haunted house.
G283-285 (3 DISKS) **KLONDIKE DELUXE AGA** - Fantastic card game. Each card shows a different 256 colour picture.Glamourous ladies. •A1200 ONLY•
G296-297 (2 DIDKS) **MOTOROLA INVADERS** - Shoot-em-up for AGA. •A1200 ONLY•
G255 **AMOS CRICKET** - Cricket game.
G256 **SHANGHAI** - Oriental tile board game.
G257 **DELUXE PACMAN** - Great Pacman clone.
G265 **BONDMINE #13** - Boulder Clone at it's best. A game not to be missed.
G268 **SLAMBALL** - Futuristic American football management game. Based on Speedball.
G269-270 (2 DISKS) **18th HOLE** - Golf game.
G239 **RAID III** - Great looking shoot-em-up
G139 **CROAK** - Frogger clone. 2 player mode lets you race against a friend at the same time.
G158 **BRAIN BALL** - Look looking original puzzle game. Requires great skill, so it's pretty tough.
G240 **BILLY THE DRAGON** - Easy going cute blaster for kids.
G196 **CAG** - Produces graphic adventure games, no porgramming knowlege required.
G88 **21 GAMES** - Chinese Checker, Amigatration, Cosmoroids, Peg puzzler, Tic tac toe, Bally III, Backgammon, Up and down, Deluxe Hamburger, Kamikaze chess, Egyptian run.... And loads more..
G304 **DELUXE GALAGA** - Galaxians clone. Super graphics and power ups. V.good. •NOT A500•
G303 **ORK ATTACK** - Protect the castle walls from invasion. Loads of blood and guts in this one.
G301 **TURBO ICE HOCKEY** - Ice Hockey game for 2 players. •NOT A500•
G306 **METAL MOTION** - Operation Wolf style shoot-em-up. Good graphics. •NOT A500•
G307 **DARTS** - Play darts against the computer or a friend. Nomal rules and scoring applied.
G294 **FLEUCH V2** - Thrust clone. The classic C64 MEGA hit.
G300 **V CHESS 2.0** - Featured packed Chess game. Everything you could imagine and more. •NOT A500•
G278 **FRIDAY THE 13th PART X** - Search the building for victims, but avoid the cops.
G279 **MUGSIES REVENGE** - Become a Gangster.
G304 **DELUXE GALAGA** - Fabulous shoot-em-up. Amazing graphics. •NOT A500•
G316 **POLYMORF** - Neat puzzle game.
G317 **HYPERDRIVE** - The fastest Amiga game ever. One or two player space ship racing and reflex buster. Wow. •NOT A500•
G314 **A DAY AT THE RACES** - Horse racing management game. Run your own stables. Buy/sell horses, train them and race them. Even put down the odd wager.
G315 **ONSLAUGHT V1.0** - Good looking tough shoot-em-up. •NOT A500•
G312 **SOLAR LORDS** - 2 to 4 player space strategy game. Each play is aiming to rule the universe. Lie, cheat and fight you way to the top. Is there any other way?? •NOT A500•
G310 **GORF** - The classic arcade game makes it's Amiga debut.
G311 **D SOLVE CROSSWORD** - Crossword puzzle game.
G309 **MOOSE DRIVER** - One track demo of this great Super sprint style racing game. Full version only available from author. •NOT A500•
G319 **CINDY CARDS** - New set of Cindy Crawford cards for Deluxe Klondike owners. •A1200 ONLY•
G321 **WIPEOUT** - One of the best looking PD shoot-em-ups around.
G322 **AUTOMOBILES** - The closest thing to Skidmarks doing the PD circuit.
G323 **PARADROID 64** - Clone of the Classic Commodore 64 game. Includes a 2 player split screen feature. •NOT A500•

DISKMAGS

THE GALLERY
Issue 1

Devoted entirely to graphics, *The Gallery* is a neat diskmag that aims to give Amiga artists a platform to talk about pixels and palettes and stuff, and get their artwork distributed around the PD circuit.

The menu system was playing up a bit on the copy I got, but that aside, there's some very good stuff on show here. The editorial content is limited to profiles and interviews of various artists, but this is propped up by loads of nice graphics. In true demo fashion, the disk isn't AmigaDos compatible, so you won't be able to mess about with the graphics in DPaint without using a ripper.Looks set to become one of the scene's most popular diskmags.

Available from: Cynostic PD, Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687. Disk no. P0149. Price: £2.00 including P+P.

75%

TOTAL IRRELEVANCE
issue 1

This is the diskmag of the official Med Users Group (MUG). It's mainly text-based, with chatty reviews of readers' Med and OctaMed tunes, and other editorials covering commercial and PD music software and hardware. It uses the same interface as the AM/FM music diskmag, so it's all quite neat and easy to use.

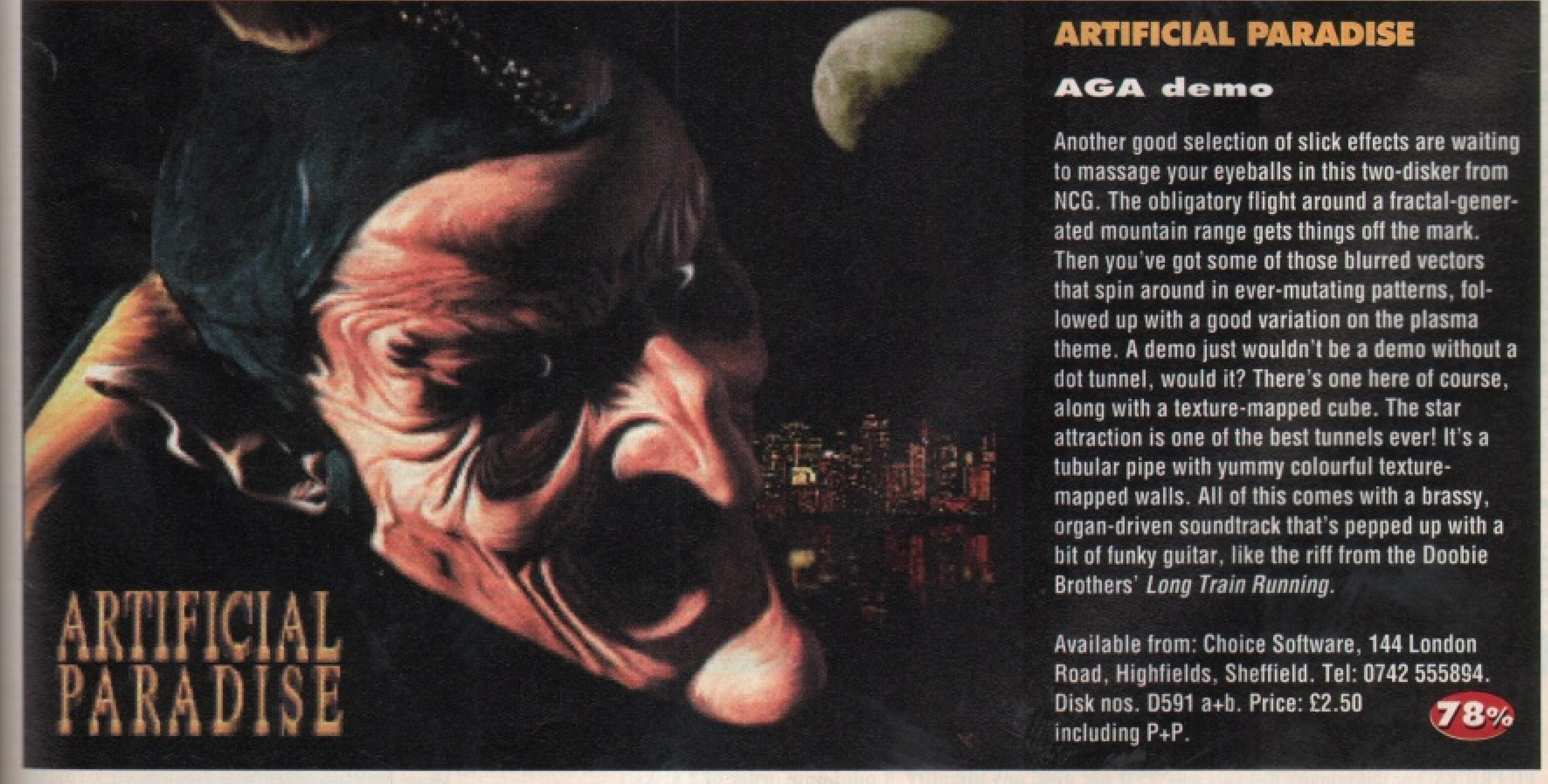
There are also other articles on anything vaguely to do with music, such as a ramble entitled "75 Years and Still Med'ling", which is all about a 75-year-old Med user, the history of the Amiga, and the history of computer music.

At times, the articles tend to ramble on like a couple of fishwives chatting across the garden fence, but other than that most of them will be of interest to enthusiast OctaMed users.

Readers' tunes are also included with every issue of the mag.

Available from: Seasoft Computing, The Business Centre, First Floor, 80 Woodlands Avenue, Rustington, West Sussex, BN16 3EY. Tel: 0903 850378. Price: £2.50 including P+P.

80%



ARTIFICIAL PARADISE
AGA demo

Another good selection of slick effects are waiting to massage your eyeballs in this two-disker from NCG. The obligatory flight around a fractal-generated mountain range gets things off the mark. Then you've got some of those blurred vectors that spin around in ever-mutating patterns, followed up with a good variation on the plasma theme. A demo just wouldn't be a demo without a dot tunnel, would it? There's one here of course, along with a texture-mapped cube. The star attraction is one of the best tunnels ever! It's a tubular pipe with yummy colourful texture-mapped walls. All of this comes with a brassy, organ-driven soundtrack that's pepped up with a bit of funky guitar, like the riff from the Doobie Brothers' *Long Train Running*.

Available from: Choice Software, 144 London Road, Highfields, Sheffield. Tel: 0742 555894. Disk nos. D591 a+b. Price: £2.50 including P+P.

78%

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COLOURED CLIPART

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(OK on 500, 500+, 600, 1200 & 4000!)

CCL001/10 MAPS, Afganistan-Zambezi, autoboots!(10) + Y
CCL011 REPTILES, good pictures, autoboots! +Y
CCL012/3 ACTORS, famous faces, autoboots! +Y(2)
CCL015/6 AIRCRAFT & CARS assorted, autoboots! +Y
CCL018/26 BIRDS 8 disks, Super, autoboots! +Y
CCL027 CATS, 1-16 Super cat pics,autoboots! +Y
CCL028/35 DOGS, 1-126 Super dog pics,8 disks! +Y
CCL036 EXPLORERS 1-13 famous explorers,autoboots+y
CCL037/40 FISH 1-92 Super pics pictures,(4 disks)+y
CCL041/51 FLOWERS 11 disks of flowers! (11 disks)
CCL052+4 FRUIT 2 disks, Good pics! (2)autoboots! +Y
CCL055 FRONTIER 1-13 Pioneer pictures,autoboots
CCL056/7 HORSES 1-16 Great horse pics,autoboots!(2) +Y
CCL058/61 INSECTS Small creatures!(4 disks) +Y
CCL062/3 INVENTORS 2 disks full (2) +Y
CCL064/71 MAMMALS More animals pictures(8 disks)+Y
CCL072/3 INSTRUMENTS 4-25 Musical (2 disks) +Y
CCL074 MILITARY 7-17 & MUSICIANS 1-4! +Y
CCL075 MUSICIANS 9 -21 Classical! autoboots! +Y
CCL076/7 PREHISTORIC Dinosaurs!(2) autoboots! +Y
CCL078/81 PEOPLE Lots of people! (4 disks)+YY
CCL082/4 PRESIDENTS 1-40 USA presidents,3 disks +Y
CCL085/7 REPTILES 1-19 Good pics (3) autoboots! +Y
CCL088 SHIPS 10-33 Marine vessels! +Y

COLOUR BRUSH CLIPART

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AMOS PD

GAMES

EDUCATION

BUSINESS

DEMOS

PD068 PHENOMENA ENIGMA Absolutely brilliant! +Y
PD093 SCOOPEX CHROMIUM Superb demo.+Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD165 DARK DEMON Mega new demo ...get it! +Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD185/6 ANDROMEDA MIRROR Fab Music & Graphics!+Y
PD187 HOY AGA DEMO 1st 1200 demo,a must! 1200 ONLY

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ANIMATIONS

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ASI 71 Numeris, Battleships & Vs Tanks! +Y
ASI 72 Escape pm, Boulderdash(not 1200) Card!+Y
ASI 73 Lasers, Concentration & Challenger!+Y
ASI 74 Crazy pipes II,Bombjacky & Chak! +Y
ASI 76 Gnu Chess, Cubus & Gerb! +Y
ASI 77 Balloonacy, Cliff hanger & Descender! +Y
ASI 78 Little Boulder, Headgames Fruit Panic! + Y
ASI 79 Oxxy Attack,Boulderdash coll II & Atoms +Y
ASI 80 Army Miner Flip it,Golf The Gallows etc +Y
ASI 81 Amos Defence, Thunder Tree etc! +Y
ASI 82 Artillerus Shuttle run & Arcade Volleyball+Y

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TEL:091 587 1195
FAX:091 587 1195

PD UTILITIES

Lots of useful programs and utilities to be found in this month's PD utilities pages, as André Digard is all too keen to point out.

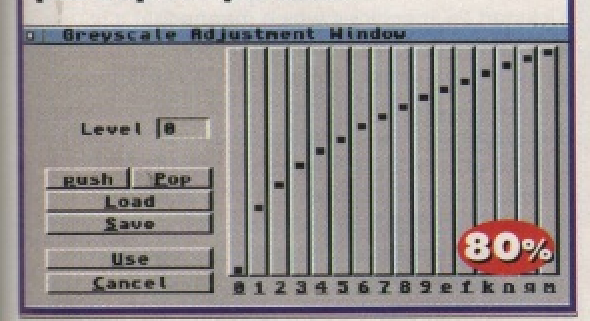
CANON STUDIO

Printer Drivers

Wolf Faust's *Canon Studio* is the absolute defacto. There are no two ways around it. Wolf wrote the *Canon BJ* driver for Commodore and *Canon Studio* was written for Canon. The big players trust this man and with good reason. The software on this disk is simply superb. There are all kinds of tweaks which can be performed to get the very best out of your BubbleJet, be it a humble BJ10 or a scrumptious BJC 880. You can change everything from the greyscale patterns to the proportions of ink used. If you have a BJ10 then get this. It doesn't transform your print outs to miracles of modern science, but it does improve your print speed, tighten your control over the output and it lets you adjust almost everything.

The version on this disk is not the full version, to get that you will need to register which will cost you £15. If you do a lot of printing then it is easily worth that price.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: 0924 366982. Priced at £1.50 plus 50p P+P per order.



80%

AUSTRALIAN CLIPART

Colour Slideshow

Every time someone has given me a disk full of clipart or a slideshow, I've been disappointed. Now, at last, that's a lie. Sing it from the hills. A clipart disk that doubles as a slideshow and it's great. The pictures have a 'matured in oak vats' look about them. They work. I have to admit that half of them are no good. The other half make up for it though. Use them as letterheads, on posters or even just to impress visiting relatives. You could use them in your own artwork or as title screens to videos. It has six historically-important military aircraft and thirteen vehicles of old. This is one of those disks that it's nice to have just lying around.

Then there's the bad news. It's AGA only. Arggghh! Why can't they make two versions? If you enjoy good artwork and have an older machine then find someone who has a 1200 and get them to convert it for you. Not a must have, but definitely a good to have.

85%

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626 Disk No. PD009 (G16). Price £2.30 including P+P.

WORKBENCH 2

Utilities

This disk is a mixed bag. Some of the utilities presented here are wonderful, whilst others are simply useless. Whenever I load a disk like this into my machine it immediately gets judged by its usefulness. This one almost got formatted. It was saved by just two programs. The first was *Tools Daemon*, which for anyone with a lot of frequently-used programs is an absolute cracker. The other was *Guru*, which is a little database program that only has one use. If you get one of those dreaded red boxes indicating a program failure, load up *Guru*, type in the failure number and it will tell you what happened.

Whilst it is not everyone's cup of hot beverage, it is very useful for anyone who programs or tests programs.

There are some other semi-useful programs on this disk too, maybe even the exact one that you have been trying to find.

Mostly, though, this disk is remarkable only for being completely uninspiring I'm disheartened to say.

Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Disk No. UT610. Priced at £1.40 including P+P.

50%

»

HD UTILITIES 1

Hard Disk Management

This quiet and unassuming little floppy slid and I didn't have any great expectations and that was a good thing. If you are after programs to do amazing things then you have the wrong disk. However, if you want a solid, reliable set of utilities then here they are waiting for you. Nothing special, nothing exciting, but extraordinarily useful. First up is *ABackup*. As you might guess, this is the ubiquitous hard disk backup utility. An extremely competent effort that easily rivals the commercial releases for usability. It takes a little while to figure out what is going on, especially as the documentation is a complete dog (which is forgivable as the author is French). Then comes *DiskSalv*, a marvellous program for anyone with problem disks (floppy or hard). Not for the faint of heart though, if you need to use it then practice on something unimportant first. You have been warned! Ever heard the term 'disk fragmentation' being bandied about? Well *ReOrg* is a program to eliminate just that problem. Again, best to practice on some old floppies first. If you can't find a particular file on your hard drive then try *File Locator*. Lastly is Nico Francois' *Tools Daemon*. Nico is a hero of Amiga public domain well known for his excellent programs and this is no exception. All it does is to allow you to put your favourite programs on the workbench menu bar. Nothing special you might think. It will save you hours in the long run.

This disk is an excellent complement to your hard disk if you have *Kickstart V2+* and most of the programs work on any Amiga.

Available from: KEW=II, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081 657 1617. Priced at £1.50 including P+P.



FANTASY SLIDES

Slide Show

Fantasy Slides Vol.II JPEG Slideshow. Zzzzzzz. Zzzzzzzz. Huh, wah? Oh, the picture's finished loading at last. JPEG files may be wonderful for producing high quality screens but they don't half keep you waiting. Well, now that the first of the five pictures have loaded, what's it like. Ah. It's this scantily clad woman being rescued. By a muscular hero. From a scantily clad sorceress. And a monster. What about the next picture? Well, it's this scantily clad woman being rescued..... Oh, purlease! When are we going to get something different? If you're that into fantasy art why not by a book? You'll get loads more pictures at a far lower cost. The only possible reason for getting this disk is that you are a die hard fanatic.

Available from: KEW=II, PO Box 672, South Croydon, Surrey, CR2 9YS. Tel: 081 657 1617. Price £1.50 including P+P (minimum order two disks). 35%



ASSASSIN'S OFFICE HELPER

Utilities

This is one of the more useful public domain disks available. Amongst its solid contents are such programs as *Flexer*, a simple to use, easy to set up database program, plus a home budget program, and a share manager program to keep track of your investments with the stock market. There are several other programs too, but they all pale into insignificance alongside a simply superb program. *ShowSTD* — the pick of the bunch. Tap in a telephone STD code and it will not only tell you where it is for, but will show you a set of crosshairs on a map of Britain. Invaluable if you have a business.

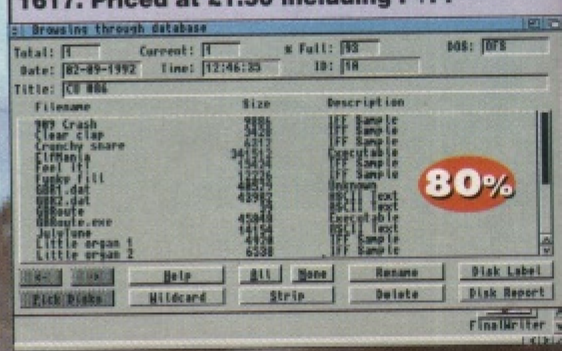
Available from: Roberta Smith DTP, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE. Tel: 081 455 1626. Disk No. BU170. Price £2.30 including P+P. 89%

DISK MANAGER V4

Disk Catalogue Utility

Have you ever wondered which disk a certain file was on? Most Amiga owners find that after just a few months they have a considerable library of disks, be they magazine coverdisks, public domain, shareware, a paint package or, of course, your own data disks. Once you start getting past 50 disks or so, it can be a real pain to find that much needed utility or data. *Disk Manager* promises to overcome this problem for you. You should really have a second drive or a hard drive to use this program but it will work from a single drive. Once loaded, all you need to do is insert a disk and press the 'Scan' button. It will then read in the disk contents for you. You can specify files to be left out (e.g. devs and .Info) and you can also manually check which files it remembers. There are some excellent options for sorting through your files (e.g. all .Doc files smaller than 5K in size). *Disk Manager* is brilliant at what it does. Unfortunately, it will only work on Kickstart 2+ machines which means that it is useless for the majority of people who would like to use it. For instance, I have about 200 PD disks that friends are always looking for utilities from. I was going to make a catalogue disk using *DM* but most of my friends still have 1.3 machines. PD libraries are in the same boat with their catalogues as well. A 1.3 reader would have done the job, but it's not there. This program would have been awarded a score well into the 90s if the programmer had only thought about his likely users. It's a great big omission from the best utility I have seen in ages.

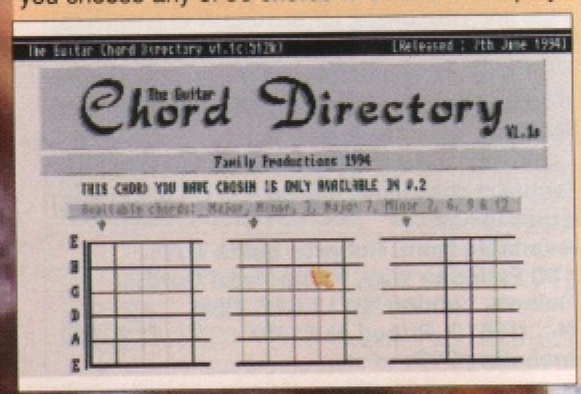
Available from: KEW=II, PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081 657 1617. Priced at £1.50 including P+P.



THE GUITAR CHORD

Directory V1.1C

There must be at least a few of us around who try to play the guitar. In my case it's definitely trying for everyone within earshot. One of the major problems, especially when you are attempting to learn, is that it is quite difficult to find any reference to chords that go beyond just the basics. Bob Stanley has addressed this problem and now you can really wake the neighbours up with the sounds of a tortured six string. *GCD* is public domain in its cut down version, the full version being available from Bob. *GCD* lets you choose any of 96 chords and will then display three possible playing positions of that chord. As a nice bonus the program also shows you which fingers should be on which strings, something that saves a lot of time for beginners. The only problems with the program are that it displays tabulation horizontally rather than the more usual vertical; it would be far better if the menu system were improved to make it easier to find chords that are commonly played together. Otherwise, it's an excellent program. If you have a guitar then you should get it.



Available from: R. Stanley, 13 Canterbury Avenue, Willenhall, West Midlands, WV13 1JG. Priced at £2.50 (£5 for the full version) including P+P. 85%



EST. 1991

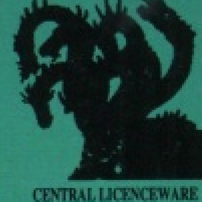
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- H247 **CALORIE BASE** For recipes
- H250 **DARTS LEAGUE D/BASE**
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- H299 **WHOM 2** Data on TV progs.
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- H388 **GENIE** Family History
- H389 **STOCK ANALYST** Stocks & Shares
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- H391 **WHOM 3** Part 3
- H392 **TAROT** (2 disks) Birthsigns
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- H395 **FOOTY V1.4** Football League Editor
- H396 **DIVIDEND WINNER** Football
- H397 **RED DWARF TRIVIA**
- H398 **SCION** - family history d/base
- H399 **SHAREMAN** - stock market manager
- H400 **M.O.R.C. v2** (2 disks) Rune caster – New
- H401 **THE MYSTERIES OF RUNES** all the signs

COMMUNICATIONS

- C 25 **COMMSOFT** Needs C26
- C 26 **COMMSPANION** Needs C25
- C 62 **AZ-COMM** Modem programme
- C222 **JR COMM v1.02** For modems
- C249 **TERM II v1.1** Comms prog WB2/3
- C303 **OPTI COMMS** Inc.N Comm 2
- C347 **SATELLITE TRACKER**
- C357 to C382 **AMATEUR RADIO 1 - 25** (25 disks)
- C383 **N COMM v3.0** Latest
- C384 **BBBBS** (3 disks) Bulletin board system
- C385 **TERM v3.4** (3 disks) WB2/3
- C386 **SPOT** Fidonett util
- C387 **TERMINUS** JR Comm 2

EMULATORS

- EM 87 **SPECCY + 40 GAMES** 1.3 only
- EM141 **IBeM** PC emulator
- EM143 **ST EMULATOR** 1.3 only
- EM149 **C64 GAMES DISK 1** use with
- EM150 **C64 GAMES DISK 2** emulator
- EM215 **A64 EMULATOR v2.0*** (2 disks)
- EM306 **MS-DOS PROGS FOR PC TASK** (6 Disks)
- EM324 **KICKSTART 2** Upgrade WB1.3
- EM397 **NUMPAD** Numeric keypad
- EM400 **KICK 1.4** (Wb 2 & 3 only) Degrades to Kickstart 1.3
- EM410 **DEGRADER** Degrades to 1.3
- EM412 **FAKEMEM** Degrades to 1.3/512k
- EM413 **KILL AGA v2** Turn off AGA chipset
- EM414 **KICKSTART 3** Upgrade WB2.
- EM415 **PC TASK v2.03**
- EM416 **SPECCY EMULATOR v1.7** All Amigas
- EM417 **S KICK** Switch WB 3.0 to 1.3
- EM418 **Z KICK** A600 emulator
- EM419 **DATASETTE 64** Transfer C64 prog
- EM421 **SPECCY GAMES** (12 disks) use with EM416

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- HD102 **HARD DISK UTILS** Excellent collection
- HD223 **DELTRAX HD UTILS 1** Fleminder, HDClick
- HD395 **RE-ORG V2.3** Optimiser
- HD397 **HD CLICK v2.53**
- HD398 **MR BACKUP v1.14B**
- HD399 **BACKUP**
- HD400 **C DISK** Optimiser
- HD401 **HD STACKER** Double your space

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- PD200 **PRINTER DRIVER GENERATOR**
- PD275 **JOY OF PRINTING** Drivers + fonts
- PD281 **PRINT STUDIO** 41 drivers – good
- PD327 **CANON PRINTER DRIVERS**
- PD328 **PRINTER DRIVERS UPDATE 3**
- PD335 **PRINTER DRIVERS** Canon BJ10e
- PD358 **CANON DRIVERS** BJ130 etc
- PD407 **DRIVERS** Star/Epson/ Pan/HP
- PD408 **HP550C Printer Driver**
- PD409 **HP PRINTER DRIVERS**
- PD410 **PROF PRINTER DRIVERS**
- PD411 **STAR PRINTER DRIVERS**
- PD412 **CANON STUDIO**
- PD413 **STAR STUDIO**
- PD414 **PANSONIC STUDIO**
- PD415 **PRINTER DRIVERS** - 112 in all!
- PD416 **PAGESTREAM PRINTER DRIVERS**

COPIERS

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- CP257 **FREE COPY v1.8** Removes protection
- CP313 **NIB v2.0** Removes protection (1.3 only)
- CP340 **ASI CRUNCH 'N' COPY 2** Collection
- CP341 **COOL COPIER v2.0** Fast & safe
- CP348 **ASI DISK COPIERS** Collection
- CP349 **LOCK PIC 2** Removes protection
- CP350 **D COPY v3.1**
- CP351 **MAVERICK COPIER** Rem. protection
- CP352 **SAFE II** Powerful copier
- CP354 **THE DISK UTIL WB2+**
- CP355 **SUPER FORMATTER v1.0d**
- CP356 **SUPERDUPER v2.02**
- CP357 **BAD FORMAT** Run Bad disks
- CP358 **COPIERS UNLIMITED**
- CP360 **DISKMATE** V.Good (WB2.04+)
- CP361 **SUPERDUPER v3.0** WB2.04+

PROGRAMMING

- PR 47 **C LANGUAGE MANUAL** (3 Disks)
- PR 49 **C LANGUAGE COMPILER**
- PR 72 **PASCAL LANG PROG**
- PR 94 **POWER LOGO v1.0** Lisp & Logo
- PR110 **PDC** (3 Disks) Programmers aid
- PR118 **BC-FORTRAN**
- PR166 **AMIGA CODERS CLUB** (6 Disks)
- PR225 **CURSOR COMPILER** Basic language
- PR239 **DME V1.45** Programmers Text Editor
- PR243 **DICE v2.5** (2 Disks) C Environment
- PR244 **PCQ v1.2a** (3 Disks) Pascal compiler
- PR326 **SOZOBAN C DISK** AZ Text link compiler
- PR355 **ASM ONE** Assembly package
- PR357 **EZASM** Assemblers
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- PR365 **MPE v1.6** M2Amiga companion
- PR366 **MODULA-2** language
- PR367 **GNU++C COMPILER** (3 Disks)
- PR368 **PCQ SHELL** Pascal Compiler
- PR369 **'C' LANGUAGE MANUAL v2.0** (4 disks)
- PR370 **C++ 2LATEX** Make Latex files from C++

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- VH235 **BOOTX V4.45** WB 1.3/2
- VH312 **LINK VIRUS DETECTOR**
- VH409 **EXTERMIN 8**
- VH411 **VIRUS Z v3.07**
- VH413 **ANTICICLOVIR v2** Link virus detector
- VH414 **VIRUS CHECKER v6.33**
- VH415 **SUPER VIRUS KILL** WB 2+
- VH416 **TRONIC VIRUS KILLERS**
- VH417 **VIRUS Z II** WB 2+
- VH418 **ASSASSINS VIRUS KILLERS**

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- GU336 **ART 11** Sale
- GU337 **ART 12** (3 Disks) Christmas
- GU338 **ART 13** (3 Disks) Punch
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- GU340 **ART 15** Cats
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- GU350 **ART 25** Holidays
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- GU353 **ART 28** Butterflies
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- MU49 **STAR TREKKER 1.3**
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- MU193 **OCTAMED v1.0b FF579** Music editor
- MU256 **MULTI-PLAYER V1.11A** Music
- MU317 **DENNIS SAMPLES DISK 2** Madonna etc
- MU318 **DENNIS SAMPLES DISK 3** Baby cough etc
- MU319 **DENNIS SAMPLES DISK 4** Telephone etc
- MU321 **DENNIS SAMPLES DISK 6** Star Trek etc
- MU322 **DENNIS SAMPLES DISK 7** Heavy monster etc
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- MU333 **PROTRACKER v2.2**
- MU334 **NOISETRACKER v2.0**
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- MU356 **POWER PLAYER v3.9** module player
- MU357 **IFF BREAKBEATS 1**
- MU358 **TECHNO MODULES 1-5** (5 disks)
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- MU360 **OCTASTUFF** For Octamed v3 &4
- MU361 **GUITAR TUNER**
- MU362 **MEGA MONITOR** - ripper
- MU363 **OCTAMED TUTOR** (Not 1.3)

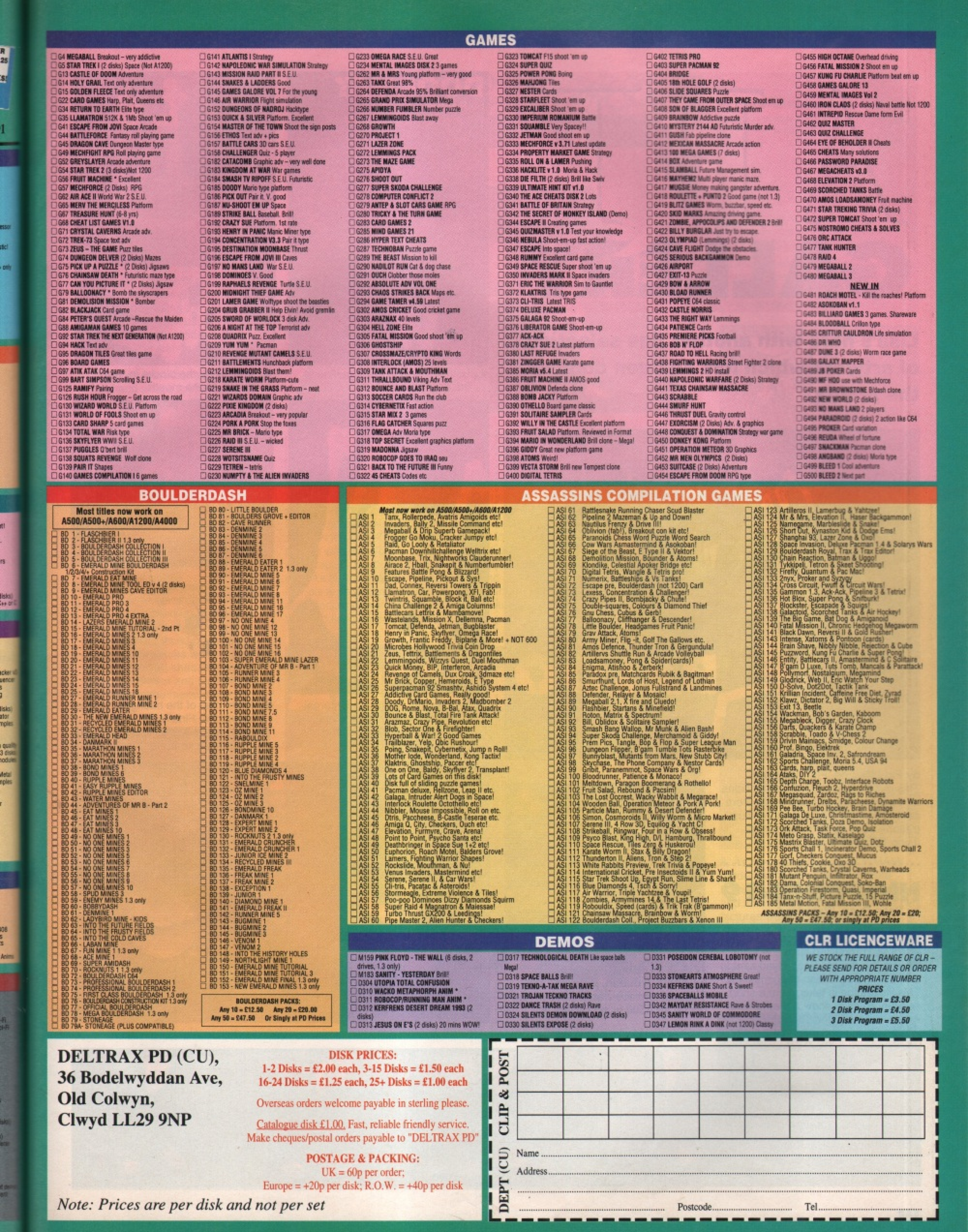
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- V100 **CATALOGUE WORKSHOP 2**
- V179 **VIDEO APPLICATION UTILS**
- V180 **VIDI FONTS 1**
- V220 **VIDEO GRAPHICS** (4 Disks)
- V236 **CHEMNIMATE** Reaction anims
- V345 **VIDEO WIPES**
- V401 **INSCRIPT** Video titler
- V402 **TELE TITLER 2** Hi-res – use with V408
- V403 **VIDEO EDITORS KIT**
- V404 **CAPTIONATOR** Superb video titler
- V405 **HARLEQUIN VIDEO ART 1**
- V406 **HARLEQUIN VIDEO FONTS 1**
- V407 **HARLEQUIN VIDEO FONTS 2**
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- V409 **TELETITLER 3** Lo-res – use with V408
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- V411 **VIDEO WORKSHOP** Borders & Fonts
- V412 **ASSASSINS VIDEO TITLERS**
- V413 **WEDDINGS DTV** (2 Disks) Brushes, Pics, Anims

A1200

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- SH1-6 **SUPER HAM PICS** (6 disks) Brill!
- AU12 **JPEG AGA IMAGES** (9 disks) Superb!
- AU13 **BAD BOYZ AGA SLIDES** (10 disks) Fab!
- AU14 **SLEEPLESS NIGHTS** – 3 utilities
- AU15 **A1200 UTILITIES** – Gif & PCX datatypes etc
- AU16 **A1200 WB HACKS**
- AU17 **ANDY'S WB3 UTILS** Brill Fakemem, AGAtest
- AU18 **24 BIT UTILS** – 3 conversions progs
- AU19 **WINBLEND** Fractal generator
- AU20 **JPEG UTILS** Rend 24 convertor pics
- AU21 **HD PREP** preps hard drive
- AU22 **HDMEM** needs MMU
- AU23 **RD PREP** preps rigid disk
- AU24 **HD INSTALLER**
- AU25 **MAGIC WORKBENCH** Superb icons (HD only)
- AU26 **AGA UTILITIES 2** 256 colour icon ed etc
- AU27 **AGA UTILITIES 3** Kill aga etc
- AU28 **AGA UTILITIES 4** Bblank, checkaga etc
- AU29 **AGA UTILITIES 5** Degrader, AMIGA to double
- AU30 **AGA UTILITIES 6** A4091 patch, HamB, etc.
- AU31 **A1200 VIRUS KILLERS**
- AU32 **NEW WB3 SUPER KILLERS**
- AU33 **A1200 INTROS**
- AU34 **HOY AGA DEMO 1**
- AU35 **HOY AGA DEMO 2**
- AU36 **NIGHTBREED** (2 disks) AGA sliedes
- AU37 **FERRARI AGA SLIDES**
- AU38 **CYNOSTIC SLIDES**
- AU39 **KEITH RHODES PICS** Fantasy
- AU40 **RETINA BURN AGA** Brill demo
- AU41 **PANTARHEI AGA** Great new demo
- AU43 **MSM v1.9** for programmers
- AU44 **MAIN ACTOR** Modular anim. package
- AU45 **AGA BLANKER** – 14 different ones
- AU46 **STARTREK PICS 1-5** (5 disks)
- AU47 **MAGIC FACTORY SLIDES 1** – Brill Sci-Fi
- AU48 **MAGIC FACTORY SLIDES 2** – More Sci-Fi
- AU49 **PYGMY PROJ. EXTENSION** – Rave
- AU50 **POINT OF SALE DEMO** – Superb
- AU51 **BLACKBOARD** – Image Processor
- AU53 **WB3 BACKGROUNDS**
- AU54 **KILL AGA v2** Turn off AGA chipset
- AU55 **KLONDIKE AGA** (3 disks)
- AU56 **MOTOROLA INVADERS 2** (2 disks)
- AU57 **UCHESS** (4Mb RAM req'd)
- AU58 **AGA TETRIS**
- AU59 **STEVE PACKER** (10 disks) Animations
- AU60 **NIGHTBREED** AGA Frac Flight
- AU61 **MEGABALL 3** AGA
- AU62 **WB3 DATATYPES + COMMANDS** (2 disks)
- AU63 **AGA SOFTWARE COMP** (4 disks)
- AU64 **AGA ANIM, PLAYER + TOOLS** (2 disks)
- AU65 **AGA+ PICASSO COMP** Molecular rendering
- AU66 **AGA TEXTURE MAPPING** demo
- AU67 **ALERT TIMER** System alert timing
- AU68 **VTEK VIEWER** with AGA support
- AU69 **VOLCANO** New AGA Megademo
- AU70 **XANADU** Superb AGA demo
- AU71 **IT SMELLS LIKE CHANNEL No5** Brilliant demo
- AU72 **ASSASSINS MULTIVISION AGA** Excellent
- AU73 **JPEG DATATYPES**

Most titles in other categories run on A1200 – Some may need EM400



GAMES
G4 MEGABALL Breakout – very addictive
G5 STAR TREK I (2 disks) Space (Not A1200)
G13 CASTLE OF DOOM Adventure
G14 HOLY GRAIL Text only adventure
G15 GOLDEN FLEECE Text only adventure
G22 CARD GAMES Harp, Plait, Queens etc
G34 RETURN TO EARTH Elite type
G35 LLAMATRON 512K & 1Mb Shoot 'em up
G41 ESCAPE FROM JOVI Space Arcade
G44 BATTLEFORCE Fantasy roll playing game
G45 DRAGON CAVE Dungeon Master type
G49 MECHFIGHT RPG Roll playing game
G52 GREYSLAYER Arcade adventure
G54 STAR TREK 2 (3 disks)Not 1200
G56 FRUIT MACHINE * Excellent
G57 MECHFORCE (2 Disks) RPG
G62 AIR ACE II World War 2 S.E.U.
G65 MERV THE MERCILESS Platform
G67 TREASURE HUNT (6-8 yrs)
G68 CHEAT LIST GAMES V1.0
G71 CRYSTAL CAVERNS Arcade adv.
G72 TREK-73 Space text adv
G73 ZEUS – THE GAME Puz tiles
G74 DUNGEON DELVER (2 Disks) Mazes
G75 PICK UP A PUZZLE * (2 Disks) Jigsaws
G76 CHAINSAW DEATH * Futuristic maze type
G77 CAN YOU PICTURE IT * (2 Disks) Jigsaw
G79 BALLOONACY * Bomb the skyscrapers
G81 DEMOLISION MISSION * Bomber
G82 BLACKJACK Card game
G84 PETER'S QUEST Arcade –Rescue the Maiden
G88 AMIGAMAN GAMES 10 games
G92 STAR TREK THE NEXT GENERATION (Not A1200)
G94 HACK Text adv
G95 DRAGON TILES Great tiles game
G96 BOARD GAMES
G97 ATIK ATAK C64 game
G99 BART SIMPSON Scrolling S.E.U.
G125 RAMIFY Pairing
G126 RUSH HOUR Frogger – Get across the road
G130 WIZARD WORLD S.E.U. Platform
G131 WORLD OF FOOLS Shoot em up
G133 CARD SHARP 5 card games
G134 TOTAL WAR Risk type
G136 SKYFLYER WWII S.E.U.
G137 PUGGLES Q'bert brill
G138 SQUATS REVENGE Wolf clone
G139 PAIR IT Shapes
G140 GAMES COMPILATION I 6 games
G141 ATLANTIS I Strategy
G142 NAPOLEONIC WAR SIMULATION Strategy
G143 MISSION RAID PART II S.E.U.
G144 SNAKES & LADDERS Good
G145 GAMES GALORE VOL 7 For the young
G146 AIR WARRIOR Flight simulation
G152 DUNGEONS OF NADROJ Hacktype
G153 QUICK & SILVER Platform. Excellent
G154 MASTER OF THE TOWN Shoot the sign posts
G156 ETHOS Text adv + pics
G157 BATTLE CARS 3D cars S.E.U.
G158 CHALLENGER Quiz - 5 player
G182 CATACOMB Graphic adv – very well done
G183 KINGDOM AT WAR War games
G184 SMASH TV RIPOFF S.E.U. Futuristic
G185 DOODY Mario type platform
G186 PICK OUT Pair it. V. good
G187 NU-SHOOT EM UP Space
G189 STRIKE BALL Baseball. Brill!
G192 CRAZY SUE Platform. 1st rate
G193 HENRY IN PANIC Manic Miner type
G194 CONCENTRATION V3.3 Pair it type
G195 DESTINATION MOONBASE Thrust
G196 ESCAPE FROM JOVI III Caves
G197 NO MANS LAND War S.E.U.
G198 DOMINOES V. Good
G199 RAPHAELS REVENGE Turtle S.E.U.
G200 MIDNIGHT THIEF GAME Adv
G201 LAMER GAME Wolftype shoot the beasties
G204 GRUB GRABBER II Help Elvin! Avoid gremlin
G205 SWORD OF WORLOCK 3 disk Adv.
G206 A NIGHT AT THE TOP Terrorist adv
G208 QUADRIX Puzz. Excellent
G209 YUM YUM * Pacman
G210 REVENGE MUTANT CAMELS S.E.U.
G211 BATTLEMENTS Hunchback platform
G212 LEMMINGOIDS Blast them!
G218 KARATE WORM Platform-cute
G219 SNAKE IN THE GRASS Platform – neat
G221 WIZARDS DOMAIN Graphic adv
G222 PIXIE KINGDOM (2 disks)
G223 ARCADIA Breakout – very popular
G224 PORK A PORK Stop the foxes
G225 MR BRICK – Mario type
G226 RAID III S.E.U. – wicked
G227 SERENE III
G228 WOTSITSNAME Quiz
G229 TETREN – tetris
G230 NUMPTY & THE ALIEN INVADERS
G233 OMEGA RACE S.E.U. Great
G234 MENTAL IMAGES DISK 2 3 games
G262 MR & MRS Young platform – very good
G263 TANX Great 98%
G264 DEFENDA Arcade 95% Brilliant conversion
G265 GRAND PRIX SIMULATOR Mega
G266 NUMBER FUMBLER Number puzzle
G267 LEMMINGOIDS Blast away
G268 GROWTH
G270 PROJECT 1
G271 LAZER ZONE
G272 LEMMINGS PACK
G273 THE MAZE GAME
G275 APIDYA
G276 SHOOT OUT
G277 SUPER SKODA CHALLENGE
G278 COMPUTER CONFLICT 2
G279 ANTEP & SLOT CARS GAME RPG
G280 TRICKY & THE TURN GAME
G283 CARD GAMES 2
G285 MIND GAMES 21
G286 HYPER TEXT CHEATS
G287 TECHNOBAN Puzzle game
G289 THE BEAST Mission to kill
G290 NADILOT RUN Cat & dog chase
G291 OUCH Clobber those moles
G292 ABSOLUTE ADV VOL ONE
G293 CHAOS STRIKES BACK Maps etc.
G294 GAME TAMER v4.58 Latest
G302 AMOS CRICKET Good cricket game
G303 ARAZNAX 40 levels
G304 HELL ZONE Elite
G305 FATAL MISSION Good shoot 'em up
G306 GHOSTSHIP
G307 CROSSMAZE/CRYPTO KING Words
G308 INTERLOCK (AMOS) 25 levels
G309 TANK ATTACK & MOUTHMAN
G311 THRALLBOUND Viking Adv Text
G312 BOUNCE AND BLAST Platform
G313 SOCCER CARDS Run the club
G314 CYBERNETIX Fast action
G315 STAR MIX 2 3 games
G316 FLAG CATCHER Squares puzz
G317 OMEGA Adv Moria type
G318 TOP SECRET Excellent graphics platform
G319 MADONNA Jigsaw
G320 ROBOCOP GOES TO IRAQ seu
G321 BACK TO THE FUTURE III Funny
G322 45 CHEATS Codes etc
G323 TOMCAT F15 shoot 'em up
G324 SUPER QUIZ
G325 POWER PONG Boing
G326 MAHJONG Tiles
G327 MESTER Cards
G328 STARFLEET Shoot 'em up
G329 EXCALIBER Shoot 'em up
G330 IMPERIUM ROMANIUM Battle
G331 SQUAMBLE Very Spacey!!
G332 JETMAN Good shoot em up
G333 MECHFORCE v 3.71 Latest update
G334 PROPERTY MARKET GAME Strategy
G335 ROLL ON & LAMER Pushing
G336 HACKLITE v 1.0 Moria & Hack
G338 DIE FILTH (2 disks) Brill like Swiv
G339 ULTIMATE HINT KIT v1.0
G340 THE ACE CHEATS DISK 2 Lots
G341 BATTLE OF BRITAIN Strategy
G342 THE SECRET OF MONKEY ISLAND (Demo)
G344 ESCAPE II Creating games
G345 QUIZMASTER v 1.0 Test your knowledge
G346 NEBULA Shoot-em-up fast action!
G347 ESCAPE Into space!
G348 RUMMY Excellent card game
G349 SPACE RESCUE Super shoot 'em up
G350 INVADERS MARK II Space invaders
G371 ERIC THE WARRIOR Sim to Gauntlet
G372 KLAKTRIS Tris type game
G373 CLI-TRIS Latest TRIS
G374 DELUXE PACMAN
G375 GALAGA 92 Shoot-em-up
G376 LIBERATOR GAME Shoot-em-up
G377 ACK-ACK
G378 CRAZY SUE 2 Latest platform
G380 LAST REFUGE Invaders
G381 ZINGGER GAME Karate game
G385 MORIA v5.4 Latest
G386 FRUIT MACHINE II AMOS good
G387 OBLIVION Defenda clone
G388 BOMB JACKY Platform
G390 OTHELLO Board game classic
G391 SOLITAIRE SAMPLER Cards
G392 WILLY IN THE CASTLE Excellent platform
G393 FRUIT SALAD Platform. Reviewed in Format
G394 MARIO IN WONDERLAND Brill clone – Mega!
G396 GIDDY Great new platform game
G398 ATOMS Weird!
G399 VECTA STORM Brill new Tempest clone
G400 DIGITAL TETRIS
G402 TETRIS PRO
G403 SUPER PACMAN 92
G404 BRIDGE
G405 18th HOLE GOLF (2 disks)
G406 SLIDE SQUARES Puzzle
G407 THEY CAME FROM OUTER SPACE Shoot em up
G408 SON OF BLAGGER Excellent platform
G409 BRAINBOW Addictive puzzle
G410 MYSTERY 2144 AD Futuristic Murder adv.
G411 GUSH Fab pipeline clone
G412 MEXICAN MASSACRE Arcade action
G413 100 MEGA GAMES (7 disks)
G414 BOX Adventure game
G415 SLAMBALL Future Management sim.
G416 MAYHEM2 Multi player manic maze.
G417 MUGSIE Money making gangster adventure.
G418 ROULETTE + PUNTO 2 Good game (not 1.3)
G419 BLITZ GAMES Worm, buzzbar, speed etc.
G420 SKID MARKS Amazing driving game.
G421 ZOMBIE, APPOCOLIPS AND DEFENDER 2 Brill!
G422 BILLY BURGLAR Just try to escape.
G423 OLYMPIAD (Lemmings) (2 disks)
G424 CAVE FLIGHT Dodge the obstacles.
G425 SERIOUS BACKGAMMON Demo
G426 AIRPORT
G427 EXIT-13 Puzzle
G429 BOW & ARROW
G430 BLOAD RUNNER
G431 POPEYE C64 classic
G432 CASTLE NORRIS
G433 THE RIGHT WAY Lemmings
G434 PATIENCE Cards
G435 PREMIERE PICKS Football
G436 BOB N' FLOP
G437 ROAD TO HELL Racing brill!
G438 FIGHTING WARRIORS Street Fighter 2 clone
G439 LEMMINGS 2 HD install
G440 NAPOLEONIC WARFARE (2 Disks) Strategy
G441 TEXAS CHAINSAW MASSACRE
G443 SCRABBLE
G444 SMURF HUNT
G446 THRUST DUEL Gravity control
G447 EXORCISM (2 Disks) Adv. & graphics
G448 CONQUEST & DOMINATION Strategy war game
G450 DONKEY KONG Platform
G451 OPERATION METEOR 3D Graphics
G452 MR MEN OLYMPICS (2 Disks)
G453 SUITCASE (2 Disks) Adventure
G454 ESCAPE FROM DOOM RPG type
G455 HIGH OCTANE Overhead driving
G456 FATAL MISSION 2 Shoot em up
G457 KUNG FU CHARLIE Platform beat em up
G458 GAMES GALORE 13
G459 MENTAL IMAGES Vol 2
G460 IRON CLADS (2 disks) Naval battle Not 1200
G461 INTREPID Rescue Dame form Evil
G462 QUIZ MASTER
G463 QUIZ CHALLENGE
G464 EYE OF BEHOLDER II Cheats
G465 CHEATS Many solutions
G466 PASSWORD PARADISE
G467 MEGACHEATS v3.0
G468 ELEVATION 2 Platform
G469 SCORCHED TANKS Battle
G470 AMOS LOADSAMONEY Fruit machine
G471 STAR TREKING TRIVIA (2 disks)
G472 SUPER TOMCAT Shoot 'em up
G475 NOSTROMO CHEATS & SOLVES
G476 ORC ATTACK
G477 TANK HUNTER
G478 RAID 4
G479 MEGABALL 2
G480 MEGABALL 3
NEW IN
G481 ROACH MOTEL - Kill the roaches! Platform
G482 ASOKOBAN v1.1
G483 BILLIARD GAMES 3 games. Shareware
G484 BLOODBALL Crillon type
G485 CRITTUR CAULDRON Life simulation
G486 DR WHO
G487 DUNE 3 (2 disks) Worm race game
G488 GALAXY MAPPER
G489 JB POKER Cards
G490 MF HQD use with Mechforce
G491 MR BROWNSTONE B/dash clone
G492 NEW WORLD (2 disks)
G493 NO MANS LAND 2 players
G494 PARADROID (2 disks) 2 action like C64
G495 PROKER Card variation
G496 REUDA Wheel of fortune
G497 SNACKMAN Pacman clone
G498 ANGBAND (2 disks) Moria type
G499 BLEED 1 Cool adventure
G500 BLEED 2 Next part

BOULDERDASH
Most titles now work on A500/A500+/A600/A1200/A4000
BD 1 - FLASCHBIER I
BD 2 - FLASCHBIER II 1.3 only
BD 3 - BOULDERDASH COLLECTION I
BD 4 - BOULDERDASH COLLECTION II
BD 5 - BOULDERDASH COLLECTION III
BD 6 - EMERALD MINE BOULDERDASH 1/2/3/4/+ Construction Kit
BD 7 - EMERALD EAT MINE
BD 8 - EMERALD MINE TOOL ED v 4 (2 disks)
BD 9 - EMERALD MINES CAVE EDITOR
BD 10 - EMERALD PRO
BD 11 - EMERALD PRO 3
BD 12 - EMERALD PRO 4
BD 13 - EMERALD PRO 4 EXTRA
BD 14 - LAZERS EMERALD MINE 2
BD 15 - EMERALD MINE TUTORIAL - 2nd Pt
BD 16 - EMERALD MINES 2 1.3 only
BD 17 - EMERALD MINES 3
BD 18 - EMERALD MINES 4
BD 19 - EMERALD MINES 10
BD 20 - EMERALD MINES 11
BD 21 - EMERALD MINES 12
BD 22 - EMERALD MINES 13
BD 23 - EMERALD MINES 14
BD 24 - EMERALD MINES 15
BD 25 - EMERALD MINES 18
BD 27 - EMERALD RUNNER MINE 1
BD 28 - EMERALD RUNNER MINE 2
BD 29 - EMERALD EATER
BD 30 - THE NEW EMERALD MINES 1.3 only
BD 31 - RECYCLED EMERALD MINES 1
BD 32 - RECYCLED EMERALD MINES 2
BD 33 - EMERALD HEAD
BD 34 - DANMARK II
BD 35 - MARATHON MINES 1
BD 36 - MARATHON MINES 2
BD 37 - MARATHON MINES 3
BD 38 - BOND MINES 1
BD 39 - BOND MINES 6
BD 40 - RUPPLE MINES
BD 41 - EASY RUPPLE MINES
BD 42 - RUPPLE MINES EDITOR
BD 43 - WATER MINES
BD 44 - ADVENTURES OF MR B - Part 2
BD 45 - EAT MINES 1
BD 46 - EAT MINES 2
BD 47 - EAT MINES 3
BD 48 - EAT MINES 10
BD 49 - NO ONE MINES 1
BD 50 - NO ONE MINES 2
BD 51 - NO ONE MINES 3
BD 52 - NO ONE MINES 5
BD 53 - NO ONE MINES 6
BD 54 - NO ONE MINES 7
BD 55 - NO ONE MINES 8
BD 56 - NO ONE MINES 9
BD 57 - NO ONE MINES 10
BD 58 - SPUD MINES 3
BD 59 - ENEMY MINES 1.3 only
BD 60 - BOBBYDASH
BD 61 - DENMINE 1
BD 62 - LADYBIRD MINE - KIDS
BD 63 - INTO THE FUTURE FIELDS
BD 64 - INTO THE FRUSTY FIELDS
BD 65 - INTO THE COLD CAVES
BD 66 - LABAN MINE
BD 67 - FUN MINE 1 1.3 only
BD 68 - ACE MINE 1
BD 69 - SUPER AMIDASH
BD 70 - ROCKNUTS 1 1.3 only
BD 72 - BOULDERDASH C64
BD 73 - PROFESSIONAL BOULDERDASH 1
BD 74 - PROFESSIONAL BOULDERDASH 2
BD 75 - FIRST CLASS BOULDERDASH 1.3 only
BD 76 - BOULDERDASH CONSTRUCTION KIT 1.3 only
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BD 79 - STONEAGE
BD 79A- STONEAGE (PLUS COMPATIBLE)
BD 80 - LITTLE BOULDER
BD 81 - BOULDERS GROVE + EDITOR
BD 82 - CAVE RUNNER
BD 83 - DENMINE 2
BD 84 - DENMINE 3
BD 85 - DENMINE 4
BD 86 - DENMINE 5
BD 87 - DENMINE 6
BD 88 - EMERALD EATER 1
BD 89 - EMERALD EATER 2 1.3 only
BD 90 - EMERALD MINE 5
BD 91 - EMERALD MINE 6
BD 92 - EMERALD MINE 7
BD 93 - EMERALD MINE 8
BD 94 - EMERALD MINE 11
BD 95 - EMERALD MINE 16
BD 96 - EMERALD MINE 17
BD 97 - NO ONE MINE 4
BD 98 - NO ONE MINE 12
BD 99 - NO ONE MINE 13
BD 100 - NO ONE MINE 14
BD 101 - NO ONE MINE 15
BD 102 - NO ONE MINE 16
BD 103 - SUPER EMERALD MINE LAZER
BD 104 - ADVENTURE OF MR B - Part 1
BD 105 - RUNNER MINE 3
BD 106 - RUNNER MINE 4
BD 107 - BOND MINE 2
BD 108 - BOND MINE 3
BD 109 - BOND MINE 4
BD 110 - BOND MINE 5
BD 111 - BOND MINE 7.5
BD 112 - BOND MINE 8
BD 113 - BOND MINE 9
BD 114 - BOND MINE 11
BD 115 - RABOULDIX
BD 116 - RUPPLE MINE 5
BD 117 - RUPPLE MINE 3
BD 118 - RUPPLE MINE 2
BD 119 - RUPPLE MINE 4
BD 120 - BLUE DIAMONDS 4
BD 121 - INTO THE FRUSTY MINES
BD 122 - SNELMINE 1
BD 123 - OZ MINE 1
BD 124 - OZ MINE 2
BD 125 - OZ MINE 3
BD 126 - BONDMINE 10
BD 127 - DANMARK 1
BD 128 - EXPERT MINE 1
BD 129 - EXPERT MINE 2
BD 130 - ROCKNUTS 2 1.3 only
BD 131 - EMERALD CRUNCHER
BD 132 - EMERALD CRUNCHER 1
BD 133 - JUNIOR ICE MINE 2
BD 134 - RECYCLED MINES III
BD 135 - EMERALD FREAK
BD 136 - FREAK MINE 1
BD 137 - FREAK MINE 2
BD 138 - EXCEPTION 1
BD 139 - JUNIOR 1
BD 140 - DIAMOND MINE 1
BD 141 - EMERALD FREAK II
BD 142 - RUNNER MINE 5
BD 143 - BUGMINE 1
BD 144 - BUGMINE 2
BD 145 - BUGMINE 3
BD 146 - VENOM 1
BD 147 - VENOM 2
BD 148 - INTO THE HISTORY HOLES
BD 149 - NORTHLIGHT MINE 1
BD 150 - EMERALD MINE TUTORIAL
BD 151 - EMERALD MINE TUTORIAL 3
BD 152 - EMERALD MINE FINAL 1.3 only
BD 153 - NEW EMERALD MINES 1.3 only
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ASSASSINS COMPILATION GAMES
Most now work on A500/A500+/A600/A1200
ASI 1 Tanx, Rollerpede, Avatris Amigoids etc!
ASI 2 Invaders, Bally 2, Missile Command etc!
ASI 3 Megaball & Drip Superb Gamepack!
ASI 4 Frogger Go Moku, Cracker Jumpy etc!
ASI 5 Raid, Go Looly & Retaliator
ASI 6 Pacman Downhillchallenge Welltrix etc!
ASI 7 Moonbase, Trix, Nightworks Clauderunner!
ASI 8 Airace 2, Hball, Snakepit & Numberfumbler!
ASI 9 Features Battle Pong & Blizzard!
ASI 10 Escape, Pipeline, Pickout & Sys!
ASI 11 Dad, Connex, Reversi Towers & Trippin
ASI 12 Llamatron, Car, Powerpong, XFI, Fab!
ASI 13 Twintris, Squamble, Block It, Ball etc!
ASI 14 China Challenge 2 & Amiga Columns!
ASI 15 Battlecars Lettrix & Mambamove!
ASI 16 Wastelands, Mission X, Dellemna, Pacman
ASI 17 Tomcat, Defenda, Jetman, Bugblaster
ASI 18 Henry in Panic, Skyflyer, Omega Race!
ASI 19 Growth, Frantic Freddy, Biplane & More! + NOT 600
ASI 20 Microbes Hollywood Trivia Coin Drop
ASI 21 Zeus, Tettrix, Battlements & Dragontiles
ASI 22 Lemmingoids, Wizzys Quest, Duel Mouthman
ASI 23 Quick Money, BIP, Interferon, Arcadia
ASI 24 Revenge of Camels, Dux Croak, 3dmaze etc!
ASI 25 Mr Brick, Copper, Hemeroids, E Type
ASI 26 Superpacman 92 Smashtv, Ashido System 4 etc!
ASI 27 Addictive Card Games, Really good!
ASI 28 Doody, DrMario, Invaders 2, Madbomber 2
ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix
ASI 30 Bounce & Blast, Total Fire Tank Attack!
ASI 31 Arazmaz, Crazy Pipe, Revolution etc!
ASI 32 Blob, Sector One & Firefighter!
ASI 33 Hyperball & War! 2 Good Games
ASI 34 Trailblazer, Yelp, Qbic Rushour!
ASI 35 Poing, Snakepit, Cybernetix, Jump n Roll!
ASI 36 Mother lode, Wonderland, Kong Tactix!
ASI 37 Klaktris, Ghostship, Paccer etc!
ASI 38 One on One, Baldy, Skyflyer 2, Transplant!
ASI 39 Lots of Card Games on this disk!
ASI 40 Disk full of sliding puzzle games!
ASI 41 Pacman deluxe, Hellzone, Leap II etc.
ASI 42 Galaga, Intruder Alert Dogs in Space!
ASI 43 Interlock Roulette Octothello etc!
ASI 44 Nibbler, Mouse Impossible, Roll on etc.
ASI 45 Dtris, Paccheese, B-Castle Teserae etc.
ASI 46 Amiga Q, City, Checkers, Ouch etc!
ASI 47 Elevation, Furmyre, Crave, Arena!
ASI 48 Point to Point, Psycho Santa etc!
ASI 49 Deathbringer in Space Sue 1+2 etc!
ASI 50 Euphorion, Roach Motel, Balders Grove!
ASI 51 Lamers, Fighting Warrior Shapes!
ASI 52 Rockslide, Mouthman, & Nu!
ASI 53 Venus Invaders, Mastermind etc!
ASI 54 Serene, Serene II, & Car Wars!
ASI 55 Cli-tris, Pacatac & Asteroids!
ASI 56 Stormeagle, Extreme Violence & Tiles!
ASI 57 Poo-poo Dominoes Dizzy Diamonds Squirm
ASI 58 Super Raid 4 Magnatron & Maiessae!
ASI 59 Turbo Thrust GX200 & Leadings!
ASI 60 Pipe Master 2, Alien Hunter & Checkers!
ASI 61 Rattlesnake Running Chaser Scud Blaster
ASI 62 Pipeline 2 Mazeman & Up and Down!
ASI 63 Nautilus Frenzy & Drive III!
ASI 64 Oblivion (fab!), Breakout con kit etc!
ASI 65 Paranoids Chess Word Puzzle Word Search
ASI 66 Cow Wars Asmastermind & Asokoban!
ASI 67 Siege of the Beast, E Type II & Vektor!
ASI 68 Demolition Mission, Bounder & Atoms!
ASI 69 Klondike, Celestial Apoker Bridge etc!
ASI 70 Digital Tetris, Wangle & Tetris pro!
ASI 71 Numerix, Battleships & Vs Tanks!
ASI 72 Escape pre, Boulderdash (not 1200) Carl
ASI 73 Lexess, Concentration & Challenger!
ASI 74 Crazy Pipes II, Bombjacky & Chute!
ASI 75 Double-squares, Colours & Diamond Thief
ASI 76 Gnu Chess, Cubus & Gerb!
ASI 77 Balloonacy, Cliffhanger & Descender!
ASI 78 Little Boulder, Headgames Fruit Panic!
ASI 79 Grav Attack, Atoms!
ASI 80 Army Miner, Flip -it, Golf The Gallows etc.
ASI 81 Amos Defence, Thunder Tron & Gergundula!
ASI 82 Artillervs Shuttle Run & Arcade Volleyball
ASI 83 Loadsamoney, Pong & Spider(cards)!
ASI 84 Enigma, Atishoo & Zerberk!
ASI 85 Paradox pre, Matchcards Rubik & Bagitman!
ASI 86 Smurfhunt, Lords of Host, Legend of Lothian
ASI 87 Aztec Challenge, Jonus Fullstrand & Landmines
ASI 88 Defender, Relayer & Mosaic!
ASI 89 Megaball 2.1, X fire and Cluedo!
ASI 90 Flashbier, Startans & Minefield!
ASI 91 Roton, Matrix & Spectrum!
ASI 92 Bill, Oblidox & Solitaire Sampler!
ASI 93 Smash Bang Wallop, Mr Munk & Alien Bash!
ASI 94 Super Skoda Challenge, Merchamoid & Giddy!
ASI 95 Prem Pics, Tangle, Bop & Flop & Super League Man
ASI 96 Dungeon Flipper, B'gam Tumble Tots Rasterbike
ASI 97 Bunnyblast, Mutants from Mars, New Stubb City!
ASI 98 Skychase, The Phone Company & Nestor Cards!
ASI 99 Gribit, Paranemmot, Space Wars & Org!
ASI 100 Bloodrunner, Patience & Monaco!
ASI 101 Meltdown, Paragon Boomerang & Rothello!
ASI 102 Fruit Salad, Rebound & Pacsim!
ASI 103 The Lost Occrest, Wacky Wabbit & Megarace!
ASI 104 Wooden Ball, Operation Meteor & Pork A Pork!
ASI 105 Particle Man, Rummy & Desert Defender!
ASI 106 Simon, Cosmoroids II, Willy Worm & Micro Market!
ASI 107 Serene III, 4 Row 3D, Equilog & Yacht C!
ASI 108 Strikeball, Ringwar, Four in a Row & Obsess!
ASI 109 Psyco Blast, King High, D/L Hamburg, Thrallbound
ASI 110 Space Rescue, Tiles Zerg & Huskerou!
ASI 111 Karate Worm II, Stax & Billy Dragon!
ASI 112 Thunderton II, Aliens, Tron & Step 2!
ASI 113 White Rabbits Preview, Trek Trivia & Popeye!
ASI 114 International Cricket, Pre Insectoids II & Yum Yum!
ASI 115 Star Trek Shoot Up, Egypt Run, Slime Line & Shark!
ASI 116 Blue Diamonds 4, Tsch & Sorry!
ASI 117 Air Warrior, Triple Yachtzee & Youpi!
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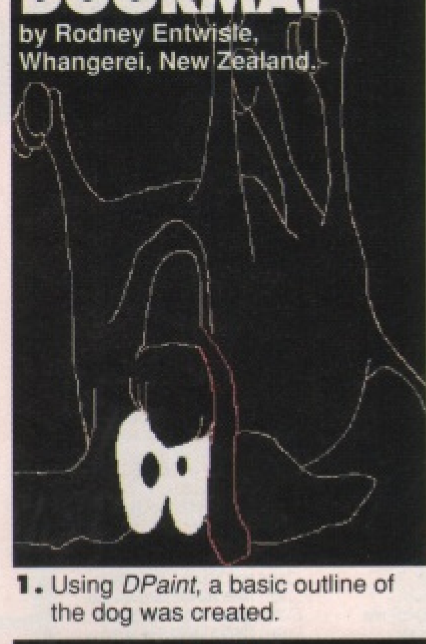
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Lisa's here with another fine selection of artwork which has all been done on the Amiga.

DOORMAT

by Rodney Entwisle, Whangerei, New Zealand.



1. Using *DPaint*, a basic outline of the dog was created.



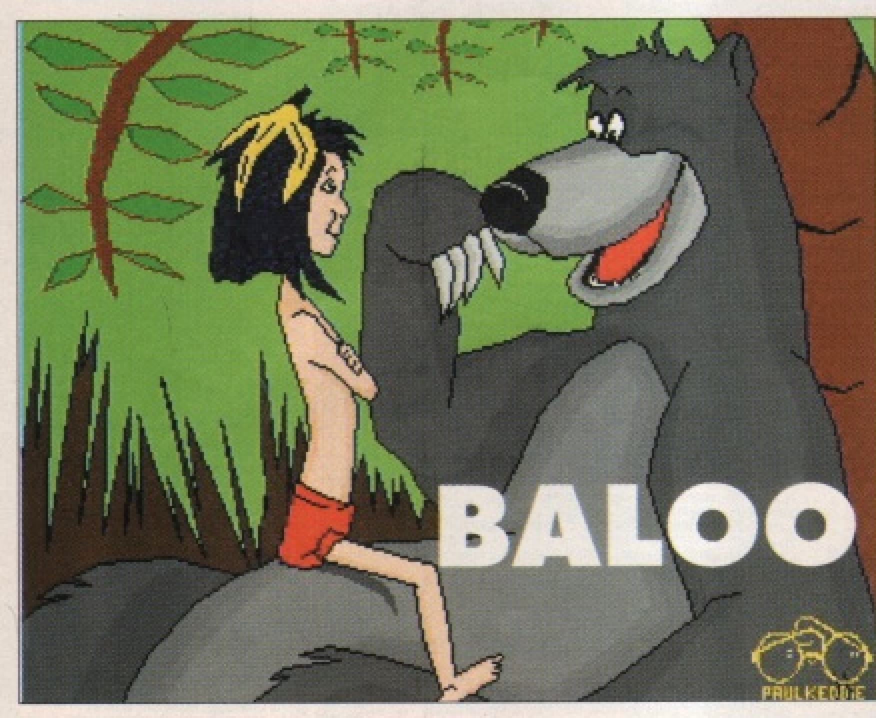
2. After filling the blocks in, work began on the mouth.



3. Next, all the details and internal edges of the dog and the antialias were filled in using freehand.



4. Then most of the background was blocked in. Finally, all the last details were added to the carpet and the background.



by Paul Keddie, Fife, Scotland. This picture is just one of the trillions of really superb pictures which were sent in by Paul Keddie. All the illustrations were done on his Amiga using *DPaint 3* & *4*.

NNNNNNN-19

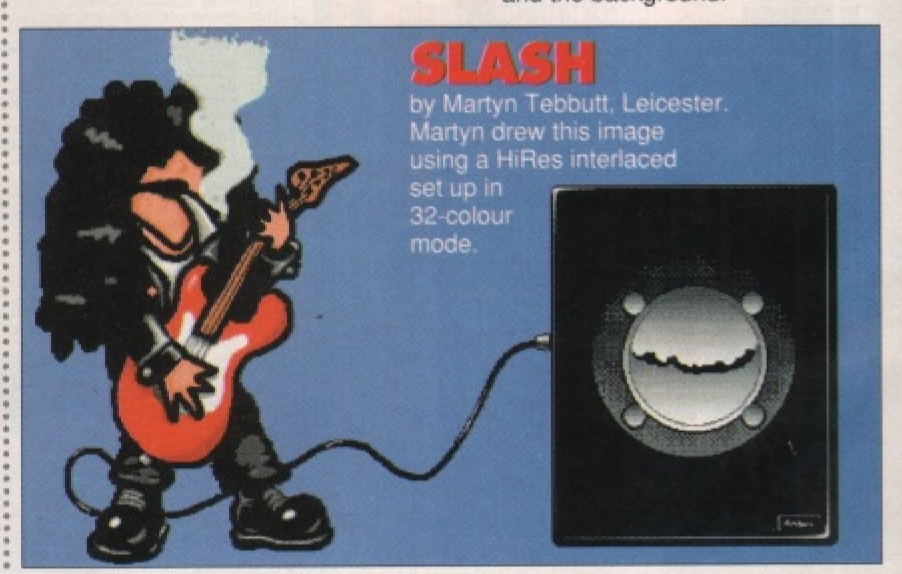
by Sean Ryan, Waterford.

It's good to see someone from the 'ol sod producing such fine work with the Amiga. Sean Ryan sent in a rather fine collection of animations. This illustration is taken from a short sequence which show a Vietnamese soldier lurking in the shadows, reaching for his gun and then firing.



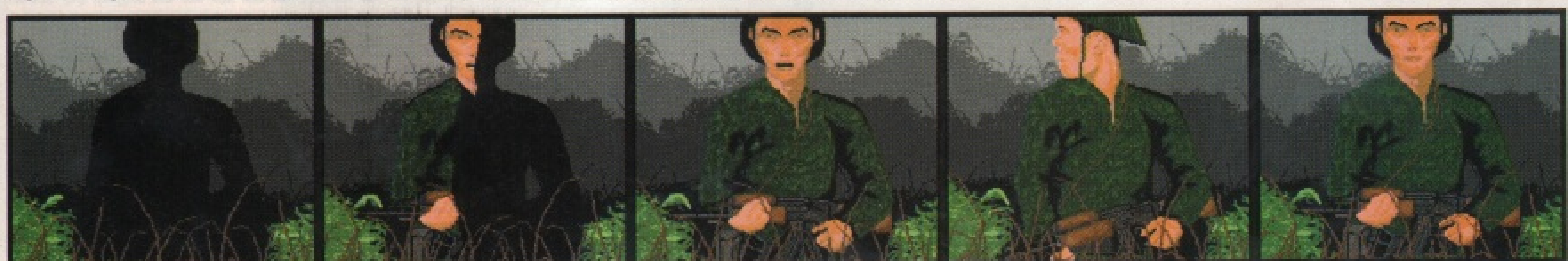
MONTAGE

by Adam Trotman, Birmingham. This masterpiece was created in low-res on an A500 using *DPaint IV*.



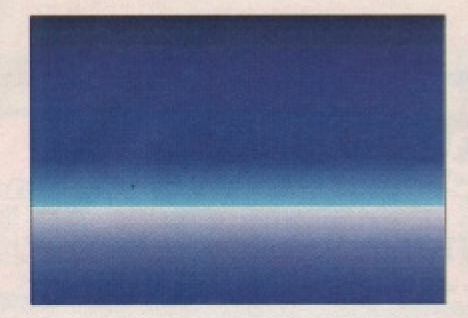
SLASH

by Martyn Tebbutt, Leicester. Martyn drew this image using a HiRes interlaced set up in 32-colour mode.



GHOST VESSEL

by Lorenzo Millio, Genoa, Italy.



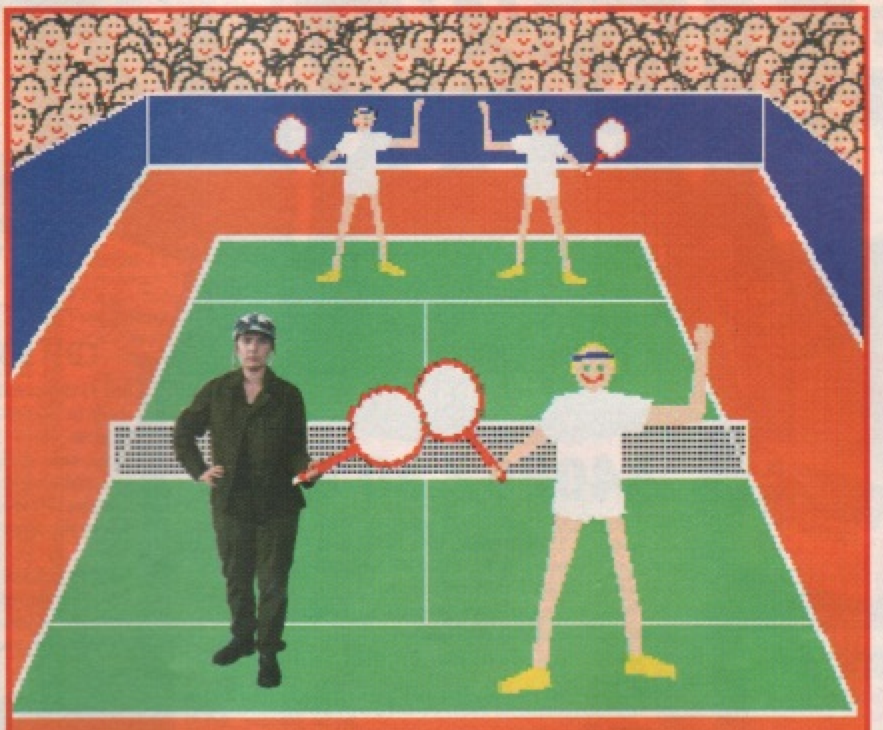
1. First, the various blue colours for the sky and sea were created in HAM mode using the range option. Then, still using the range option but with a different set of colours, the stars and the moon were added. The blue areas of the moon were done using the freehand shape tool with a different translucency setting.



2. To get the choppy sea effect, some waves were drawn which were then picked up as brushes and, using the translucency option, were placed on the sea again. More waves were drawn and the final touches were added using the smear and smooth option from the menu mode.



3. Next, the picture of the vessel was created on a spare page using magnify tool for details. The vessel was successfully placed on the pre-existent drawing and more details were added using magnify tool.



CATASTROPHE CORNER

I know Wimbledon was only a few days ago, but did you really have to get out your *DPaint* kit, crayons and child-proof scissors to do this Mr Lynch in Southampton. Have you never actually seen real people before, or is your eyesight on the blink? Look at that crowd! Where are you going to find a group of people with identical expressions, identical haircuts and no bodies? What kind of a place is Southampton if it causes you to come up with this kind of twaddle? As for the yellow shoes, well, it kind of explains your disjointed outlook on life. It's a good thing they aren't playing in the cold, because anoraks tend to slow people down at sport. I can't think anymore, I'm too disgusted. People like you shouldn't be allowed out.

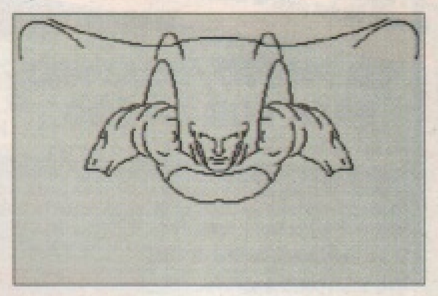


This image was created by **Jason Mitchell, Surrey** using *DPaint 3* on his A1200 with low res and 32-colour graphics.



SUPERMAN

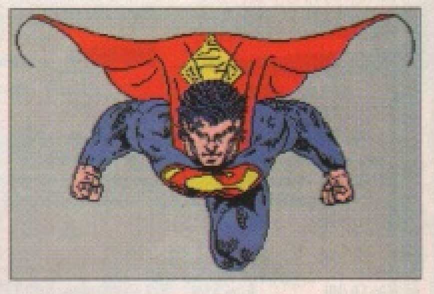
by Richard Habbershaw, Hull.



1. First of all, only half of the body is drawn before it is cut out and flipped on its x axis to give a rough sketch of the main body.



2. The finished black and white sketch is drawn in free-hand.



3. The colours were filled in and then a pretty island was selected and rendered using *Vista Pro* to create a scenic background.



4. As the background was in HAM mode and the picture in halfbrite, there was some odd colour changes and some HAM fringing when the two pictures were put together. Therefore, the main picture had to be recoloured carefully avoiding colours used in the main background palette and altering the rest for the main picture to avoid colour changes and hopefully fringing.



5. Finally, the main picture and the scenic background are merged together in HiRes mode.

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CU AMIGA SPECIAL

Welcome to our new look readers' offers. This month sees the launch of our new upgrades for the Amiga A1200.

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How can we be so cheap? Well, thanks to the huge success of our campaign to upgrade all Amigas to a minimum of 1Mb, we have exceptional buying power. Also, because so many of our readers buy upgrades we can use the very latest manufacturing technology to produce our upgrades - and hence give you exceptional value.

So why upgrade your memory? Probably because a memory upgrade is the most versatile enhancement you can make to your Amiga. Apart from the fact that you need it to run the more powerful Amiga software there are many extra benefits too. You can use some of it as a RAM disk, just like a super-fast extra floppy drive. This means you can avoid the cost of a second floppy drive or hard disk. Some software that claims to need a hard disk will run on your Amiga from a RAM disk. A print spooler can save you time waiting for your printer to finish printing before you get on with your work, use your new RAM instead of upgrading your printer or buying an expensive buffer.

For reasons best known to themselves, Commodore 'forgot' a realtime clock for the A1200. Well, we've put it back with our new UK made A1200 clock for just £12.99.

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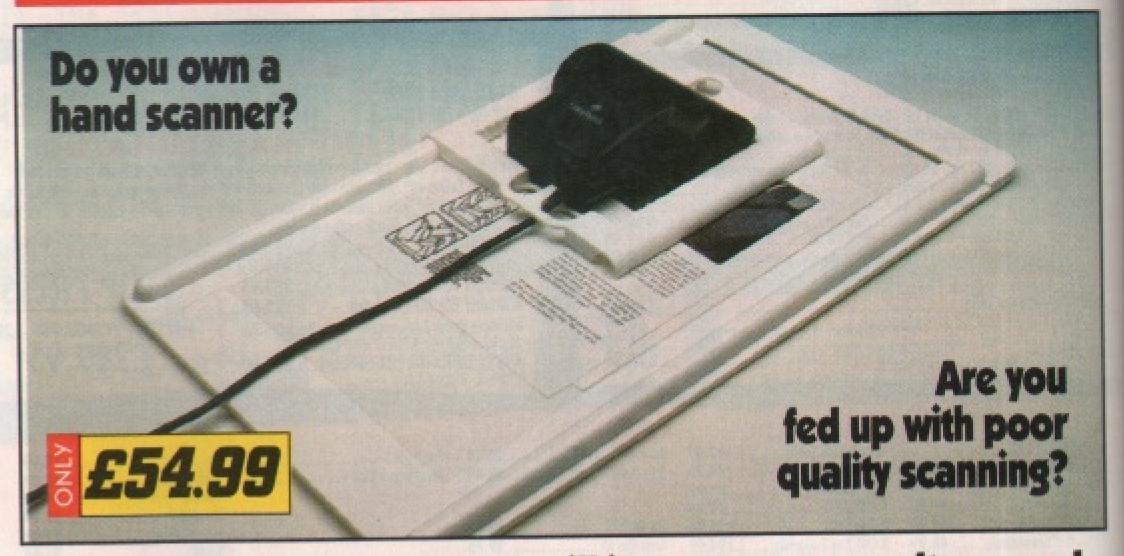
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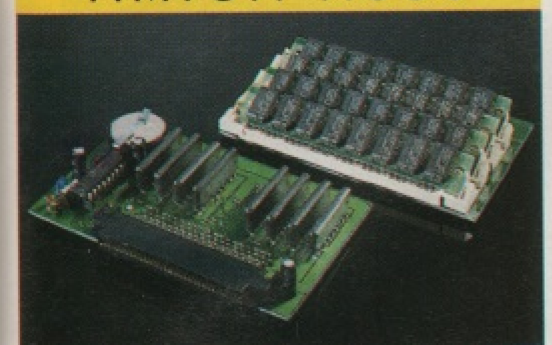
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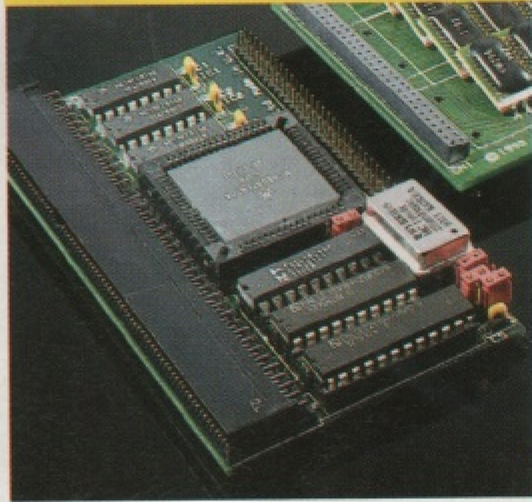


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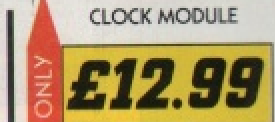


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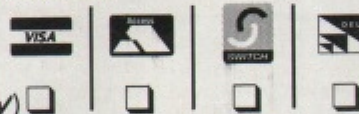
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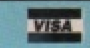
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AMIGA Workshop

ISSUE 20 AUGUST

Every month, we at CU AMIGA gather together the world's top experts on just about every aspect of the Amiga, and then get them to pass on their secrets. Amiga Workshop is where you can discover stacks of previously unknown tricks and techniques to help you get the very most from your Amiga. Starting off this month, we've got the first of our Buyers' Guides, with general advice on buying equipment, then there's the *OctaMED 4* tutorial, Q+A Masterclass, Peter Lee's Animation Masterclass, Wired World, Sound Lab, Q+A, Backchat and Points of View. If that's not enough to get your teeth stuck into, then maybe you should go out and buy a big sticky bar of toffee. Just don't blame use when all your teeth fall out. CU AMIGA – the mag that prevents tooth decay.

BUYERS' GUIDE



149

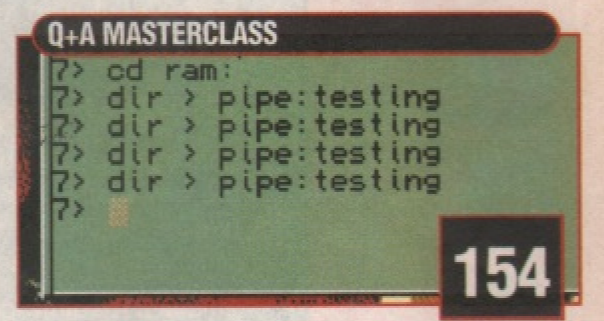
Have you ever been disappointed when buying a product? Ever been ripped off or mislead? Most people have at one time or another, and that's why we're starting a short series of articles giving advice on how to avoid the cowboys, and get satisfaction every time.

OCTAMED 4 TUTORIAL PART 3

150

This month we have a damn good look at all those obscure little buttons and panels that make *OctaMED* the powerhouse it is. John Kennedy and Tony Horgan take you on a tour of *OctaMED*'s hidden secrets. If you ever wondered what the curious NO16 button does, you'll find out on page 150.

Q+A MASTERCLASS



154

AmigaDos is John Kennedy's chosen subject for this month's Q+A Masterclass. He's spilling the beans on how your lovely computer deals with devices. You thought you just had your floppy drive (DF0:) and your hard drive (DH0:)? Well what about RAD: RAM: PC0: PAR: and PRT:? The Kennedy man has the answers.

PETER LEE'S ANIMATION MASTERCLASS

158

Peter Lee's new series on animation continues this month with part two. What seems like a lifetime spent with his Amiga, *Deluxe Paint* and *Brilliance*, has given him time to develop a massive collection of animation methods, tricks and short-cuts. And here he is to pass them on to you.

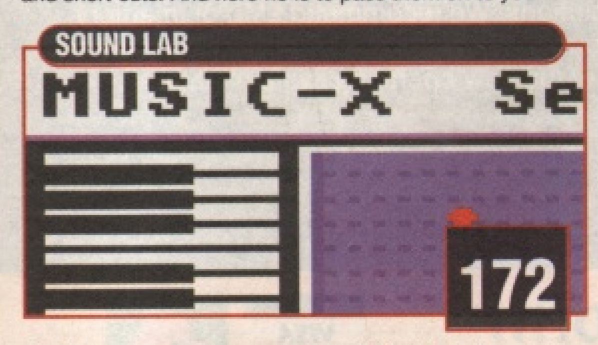
WIRED WORLD



165

Is there no end to the uses of the digital highway? It seems not, as John Kennedy runs up another massive phone bill. We're talking telephone numbers here! On page 165, the results of his tele-globe-trotting exploits are laid bare.

SOUND LAB



172

Just for a change, this month *Music X* gets the Sound Lab treatment. Effects processors can be a bit pricey, so seasoned *Music X*er Darren Irvine passes on some tips on how to generate your own effects such as echoes and strobes, from with in the *Music X* software.

NEXT MONTH



177

Find out what we've got in store for you in the next sizzling issue of CU AMIGA, and have a chuckle at the picture of Andy Leaning with a big head. No we don't mean that he's gone all big headed with all the praise that we heap on him, it's the mind-blowing issue that's coming.

Regulars

166 QUESTIONS AND ANSWERS
CU AMIGA's own Odd Couple get their thinking caps on and take a deep breath before plunging into your trickiest of technical problems. See if they've solved your problem this month.

174 BACKCHAT
It's funny how Tony Dillon thinks he's got loads of friends now, just because we let him answer the readers' letters. Well, it keeps him happy anyway.

178 POINTS OF VIEW
With the World Cup finally over, Tony Horgan takes a look at the next generation of football games that are due to appear for the 1996 European Championships, and wonders if we'll be playing virtual space football on the moon in the year 2001. Then he wakes up.

BASIC Instinct

...have you got it?

HiSoft BASIC 2

at last!

HiSoft BASIC 2 is a complete development system which is ideal for both the professional and the casual programmer.

Your programs can be written with the integrated, multi-window editor where there is a complete range of features that allow you to create, edit and run your BASIC programs without ever leaving the comfortable interactive environment: block marking with the mouse, cut, copy and paste, bookmarks for quick reference, fast, case-sensitive search and replace, flexible organisation of your text windows, compilation at the touch of a key and much more.

The editor takes full advantage of the new features of Workbench 2 and Workbench 3 and there is a version of the editor that emulates many of the advanced features of Workbench 2 under Workbench 1.3.

HiSoft BASIC 2 shows off its AGA support

The Compiler

HiSoft BASIC 2 is a compiler that feels like an interpreter when you use it from within the integrated environment. It takes source code either directly or via the *include* statement and produces fast, efficient 68000 code; it is also possible to pre-tokenise your source code to obtain maximum speed of compilation. The syntax is highly compatible with other implementations including Microsoft QuickBASIC™ (PC), AmigaBASIC etc. allowing modern, structured programming with a high degree of portability between different machines. The graphics commands built into HiSoft BASIC let you take advantage of the AGA chip set.

You can link with assembly language and SAS/Lattice C programs and compile to memory for testing or compile to disk to produce your final, standalone masterpiece.

The Debugger

There are times when your program does not behave in the way that you planned. On these occasions, you can use TRON/TROFF statements to trace execution by line number, or you can invoke the HiSoft BASIC debugger.

This is a medium-code-level debugger, which displays the source code and object code of your program at the same time. You have access to all your BASIC sub- program and function names and you can step through the BASIC source code by line, setting breakpoints as appropriate.

Even Animation Datatypes are easy!

The Libraries

HiSoft BASIC 2 comes with libraries that let you access the features of all versions of the Amiga operating system from Workbench 1.3 up to Workbench 3.1. The standard Amiga names are used, as described in the ROM Kernel manuals, making it easy to translate examples from C. There are examples of using and displaying IFF files, Datatypes, Gadtools gadgets & menus, Tasks, Sound etc.

The Package

HiSoft BASIC 2 is supplied with a comprehensive, 640-page manual which, in addition to user and reference sections, also contains an extensive tutorial on using the package.

The system works on all Amiga computers with 1Mb or more of memory, at least one floppy drive, keyboard and mouse, in all 80 column screen resolutions. We recommend 2Mb of memory and a hard disk if you intend to work on larger programs or to take full advantage of the new operating system features.

Registered users of HiSoft BASIC version 1 can upgrade by telephone - please call for information

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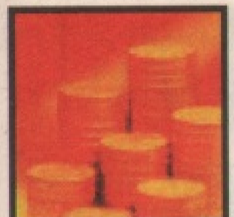
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Buying from advertisements in CU AMIGA can save you time and money. Over the next few months CU AMIGA will be giving helping you understand all the aspects that are involved when you buy a piece of Amiga hardware or software. Andy Leaning starts us off.

BEFORE YOU ORDER

Before you part with any cash, read the reviews and articles in CU AMIGA which focus on the products that you intend to buy. Check out your buyers' guides and glean as much information as you can about the products.

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OCTAMED 4 TUTORIAL

PART 3

In part three of our *OctaMED 4* tutorial, John Kennedy looks at all the buttons, requesters and gadgets still hidden deep inside the ultimate Amiga soundtracker.

Although we've spent the last few months covering various aspects of *OctaMED* in some detail, there still seem to be about a thousand buttons which we have yet to explore, most of which we'll be covering here.

You've probably noticed the cluster of buttons at the top right of the *OctaMED* screen. Each of these brings up a different control panel, each of which deals with a different part of the program. We'll look at each of these in turn.

BLOCK

To understand the features of the block menu, you first need to know the difference between a track and a block – once you have mastered this, you are on your way to total tracker mastery.

A track is a single column of notes and effects– the normal display consists of four, because there are four Amiga sound channels. It makes sense to keep each track associated with a single sound channel.

Of course, *OctaMED* provides an extra four tracks of sound using a lot of programming trickery, and a further eight tracks if you want to use external MIDI instruments. The length of the tracks can be varied from one block to another. When the tracks are played, they scroll up the screen and each event is processed one at a time. When the end of the track is reached, the tracks flip back to the top and start again.



A block is a set of tracks, and could contain anything from four to 16 tracks. You create a song by writing all the different tracks, making up the blocks and then playing back the blocks in a sequence. It's a very simple and elegant way of composing.

The block editor is where new blocks and tracks are created, and their contents copied and deleted. For example, it's possible to select a track, copy it and then move to a different block and paste it in. In this way you can move tracks from one Amiga sound channel to another.

With *SHRINK* and *EXPAND* you can halve and double the length of the tracks. Expanding the block will insert a blank line between every existing line in the block. Shrinking the block will take out every alternate line, so use this carefully.

The number of tracks after *TRKS:* will decide how many tracks are present in the current block. Click 4, 8, 12 or 16 to change the number of tracks. Depending on the status of the *NO16* button, you may see all the tracks on screen at once, or a maximum of 8. See the section on *MISC* for more info.

LINES: controls the length of the tracks in the block. Although all the tracks in a single block must be the same length, different blocks can be of different lengths. For example, the main parts of your song may be in blocks which have have track lengths of 64, whereas the introduction and ending may have tracks which are 32 lines long.

EDIT

Before you can add any notes to a tune, you need to invoke edit mode – this is usually done by clicking on the small 'E button or pressing *ESCAPE* on the keyboard. However, the *EDIT* screen displays many features which can make entering notes a lot easier.



The *TRK ON* setting controls which tracks are active and will actually make a noise. Remember that are up to sixteen possible tracks, although only the first four (or eight in special *OctaMED* mode) will generate sounds using the Amiga sound chips.

All tracks are turned on when you load up *OctaMED*. Clicking on any of the buttons from 1 to 9 through to F, will turn the corresponding track on or off. You can also toggle the tracks with the tiny buttons just beneath the *NOTE* button, or use the numeric keypad. *SET* and *CLR* provide quick ways of switching all tracks on and off.

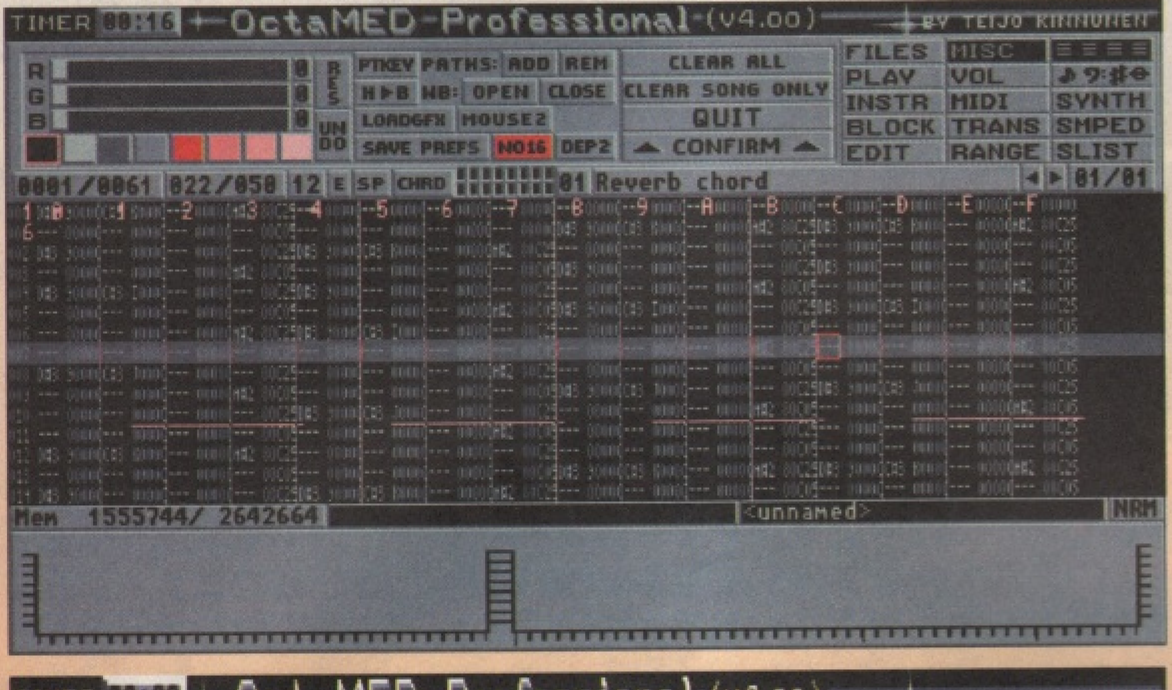
The *KEYPAD* option determines in what way the keypad operates. It defaults to toggling tracks on and off *(TRK ON/OFF)*, although it can also be used to choose instruments *(SEL. INSTR)*. Different combinations of *SEL INSTR* and *TRK ON/OFF* will give you two ways of using the keypad to select instruments, and two ways of using the keypad to turn tracks on and off.

SPC will cause the cursor to move through the tracks in steps of two, or any other number you enter in the box next to it. This is handy for entering drum patterns. Click the *SPC* button or press the key just below *ESCAPE* to activate it.

The *OCTAVE* number selects the octaves of the main keyboard – pressing F1 to F5 will achieve the same effect. The other function keys are shortcuts to jump to different parts of the current block.

The *ADV* – short for Advance – settings control what happens each time you press a key. Normally, the tracklist will scroll up to let to insert more notes, but you can get it to work in reverse if you desire. You can also cause it to skip across tracks for weird stereo effects. The little button with a picture of a speaker will let you hear the samples in the block as you move through the lines.

One of the most powerful features of the *EDIT* panel is the programmable keys section. This lets you assign a single note and command (eg. C-3 0102) to a single key, or even assign a whole range to just one key. Highlight the note or range you want assigned to a key by holding down the right mouse button, and dragging it over the chosen part of the block. If you just want a single command, click the *NOTE* button, and if you want to grab the whole range, click the *RANGE* button. Now if you press *SHIFT* and the zero key on the main keyboard (not the numeric keypad), the range or note will be inserted in the block from the current cursor position. Use the little < and > buttons to move through the keys from zero to nine. This lets you set up ten different assignments. You can also assign commands and ranges to the left





and right *ALT* keys. The *SPACE=DEL* button will make the spacebar double as a delete key.

INSTRUMENT

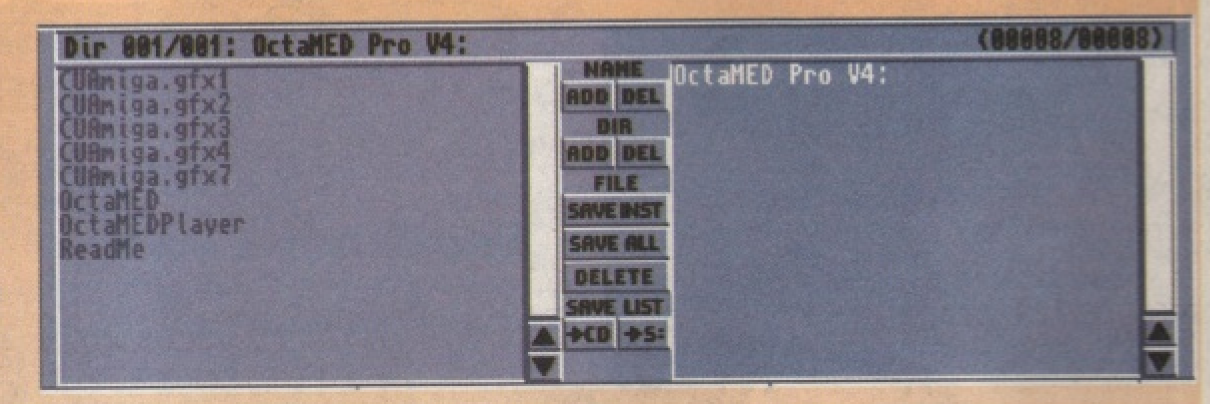
Each individual sound in *OctaMED* is referred to as an 'instrument', and it can be composed of a digitised sound sample, an *OctaMED* synth sound or both – a Hybrid sound. You can also have MIDI instruments, which are none of the above.

Below the instrument name box are a few arrow buttons. These can be used to move from one instrument to another, either in steps of one at a time, or by jumping to the first or last instrument. The *TRANSPOSE* value will transpose the current instrument up or down in semitone steps. The *FINETUNE* setting can be anything from minus 8 to plus 7, and will finetune the instrument up to a semitone above or below its normal pitch. *HLD* defines the length of time the instrument will sound for, and *DEC* sets the decay rate (fadeout time). Lower numbers in the *DEC* box give longer decays. The *VOL* slider sets the default volume for the instrument, which can be over-ridden by volume commands in the blocks. *LEN* is the length of the sample, and *R/B* and *R/L* are the loop points.

VOLUME

It's rare that all the samples used in a song will be of exactly the right volume. Although it is possible to control the volume using special codes in the track lists, it is sometimes preferable to fine-tune the overall balance.

The *OctaMED* mixing desk is fairly simple to use – simply select the track you need to adjust by highlighting it, and then use the arrow buttons to set the level – the volume can be set from anything from 0 (quiet) to 64 (loud). The Master control setting will then adjust the volume of all tracks proportionally.



OctaMED Professional © 1991-1992 Teijo Kinnunen & Ray Burt-Frost.

SAMPLELISTS

If you don't have a hard drive, keeping track of where your samples are stored can be a real problem. Sample lists will let you create an addition to your song which remembers exactly where the samples used reside.

For example, you might keep percussion samples on one disk, and bass sounds on another. *OctaMED* will remember where each are, and prompt you for the right floppy.

Load the directory of the disk with your samples, and then click *DIR*/Add. If there are any files which aren't samples, use Instr/*DEL* to remove them – don't worry, they won't be deleted from the disk.

The samplelist can be saved by clicking on '*S:*' which will store the list of the samples used in a file called *MED_Paths* in the *S:* directory of your boot disk.

MISC

The majority of the *MISC* menu is taken up with the colour requester. Here you can alter the shades used to display *MED* buttons and screens, and each time you save a song the colour scheme will also be saved.

If memory is limited, *LOADGFX* will save you some valuable sample space. Rather than load in the graphics at startup time, *OctaMED* will only load them in as required.

NO16 will tell *OctaMED* not to display all 16 tracks on screen. This could prove useful if the 16-track display is too small to see on either your TV or monitor.

DEP2 will inform *OctaMED* to only use a two colour screen the next time it is run. This is another excellent way of saving valuable chip memory which can be better used for storing samples.

WB: OPEN/CLOSE will attempt to shut down the Workbench. If successful, this will also save some memory for samples.

MOUSE2 will switch to a new method of placing the cursor – normally the left hand button will switch a track on and off. This can often be more intuitive.

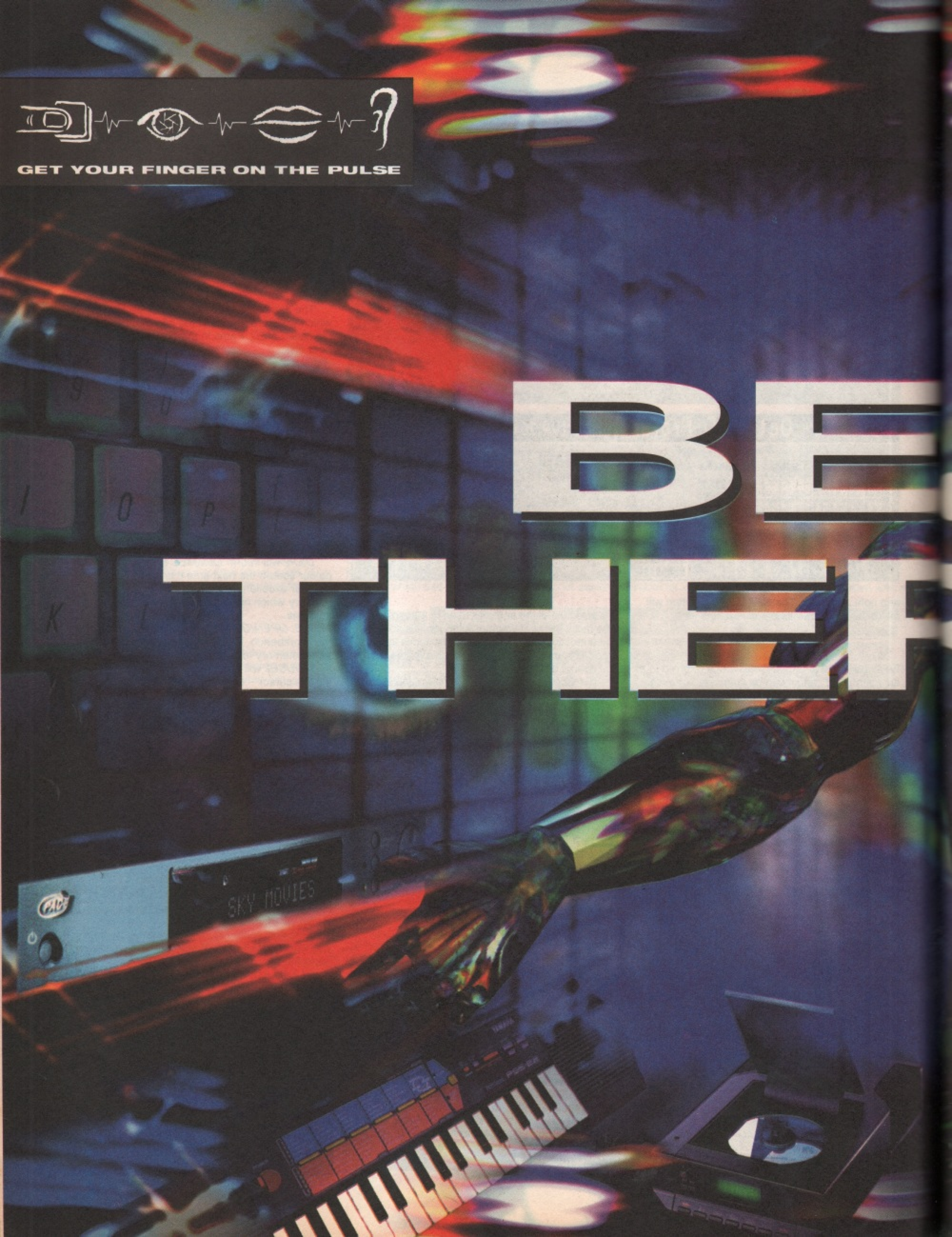
SAVE PREFS will store the current colour scheme and settings to disk so that every time you load *OctaMED*, your favourite settings are restored.

CLEAR ALL will remove all samples and song data from memory, and *CLEAR SONG ONLY* will remove only the song data – useful for starting again from scratch whilst keeping samples intact.

To make sure you only *QUIT* when you really need to, you must click on *CONFIRM* as well. That's the end of the *OctaMED* tutorial hope you enjoyed it. CU

NEXT MONTH

The notation editor gets a look-in next month along with even more of those miscellaneous bits and pieces. Until then, keep on tracking.


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MASTERCLASS

What happens when John Kennedy is left to his own Devices? He starts playing with AmigaDOS, that's what.

If you open a Shell and type ASSIGN, not only will you get a list of the current directories and volumes which have names assigned to them, you'll also get a list of all the available AmigaDOS Devices.

To the Amiga, a Device can be almost any thing from a floppy drive to an abstract piece of software. Devices control the input and output of information to and from the Amiga, and by dealing with them directly you can save yourself some time and effort. This month, we'll take a indepth look at common devices and how they can help you.

HARD AND FLOPPY DRIVES

Disk drives are the simplest devices to deal with because you can see them, touch them, even break them (though they cost you a lot of money to replace).

Df0: is the device name for the standard Amiga internal floppy disk drive and even though the Amiga 4000 comes with a high-density drive, you still use the same name. For example, to format a floppy disk you would enter:

```
Format drive df0: name MyDisk
```

I usually put FFS NOICONS after the above and if the drive has been formatted once before, adding QUICK will speed the process incredibly. This is also the fastest way to delete all the files on a disk, so don't mess with it. If you add an extra floppy drive to an A1200 or A500, the name will be df1: so you can copy files from one disk drive to another using the following:

```
copy df0: df1: ALL
```

If you have a Big Box Amiga (A1500, A2000, A3000, A4000) the drive naming is slightly different. As these machines can support another internal floppy drive, any floppy drives added externally will actually be called df2:.

Hard drives are named in a similar way, but the exact name will depend on the what they were christened at the formatting stage. Names such as HD0: and DH0: are common.

Remember that each partition on the drive will have a unique name, so drives called HD1: HD2: are also likely.

Formatting IDE hard drives (those fitted to A600s, A1200s and A4000s) is easy, you can treat them like giant floppies. To format a disk drive partition DH1: use the following AmigaDOS statement:

```
format drive dh1: name BigDisk FFS
NOICONS QUICK
```

The QUICK is essential if you don't want to waste time. Even new drives will accept a QUICK formatting, but this will only work after the drive has been initially prepped with a program such as HDToolbox. Remember – formatting a drive will delete EVERYTHING on it, so don't do it to your friend's computer for a laugh.

NOICONS will prevent a Trash icon from appearing – it's a matter of taste, but I certainly never use it and so always use NOICONS.

RAM:

The RAM disk is always there on the Workbench when you boot up your Amiga. It's like a very fast floppy or hard disk, and is very useful for storing data temporarily because as soon as you do a Warm Reset (CTRL+AMIGA+AMIGA) or switch the power off everything is lost forever.

During the boot process, the Amiga copies some files into the RAM: disk. These are usually preference files for any software you have installed and are kept in the ENV drawer (they are copied from ENVARC which is stored on the boot disk). The T and Clipboard directories are also kept here as fast access to their contents is usually required.

RAD:

The RAD: device is an interesting idea, it's a disk drive which doesn't actually exist. Instead, it's a section of memory which only pretends to be a disk drive, which can be extremely useful if you only have one floppy drive.

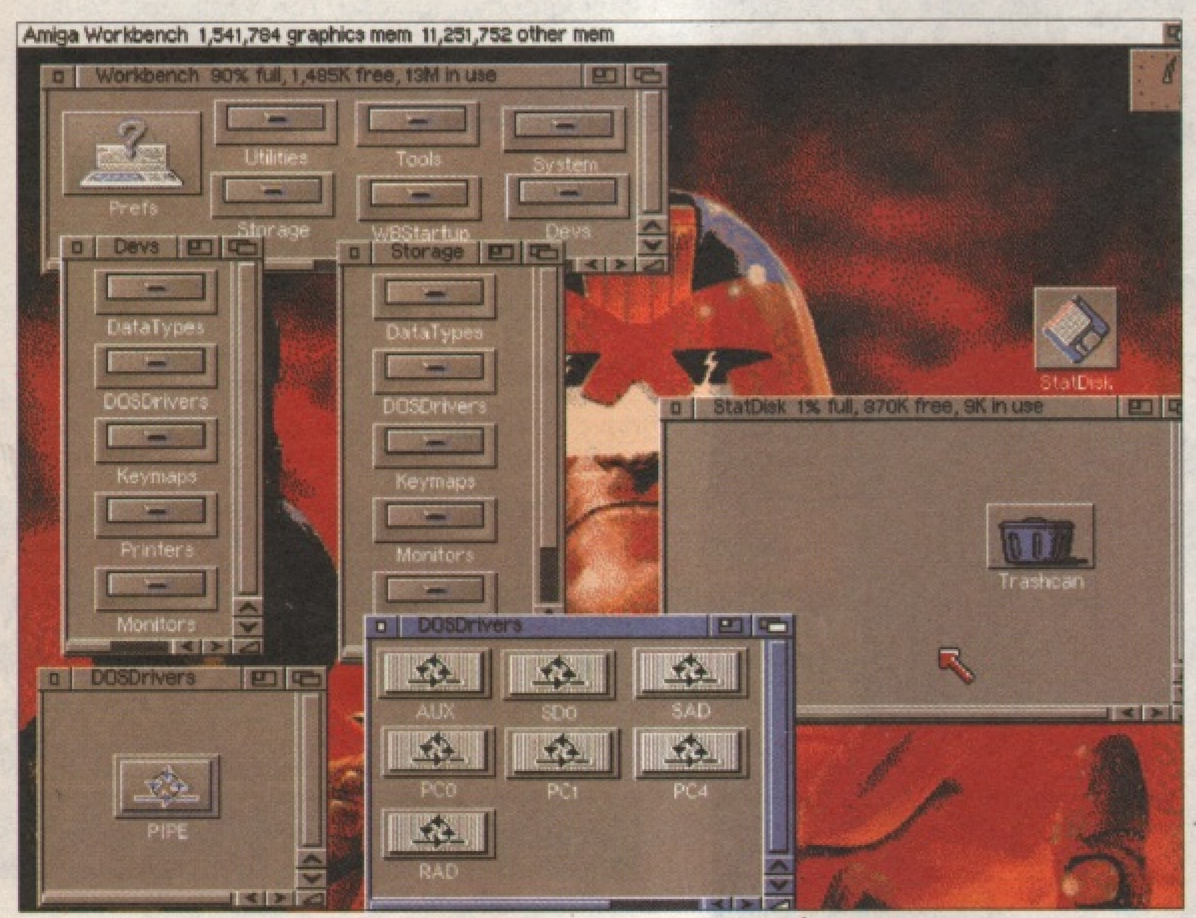
Before you can use RAD: (which stands for Recoverable RAM Drive), you will need to patch it into the Amiga system by using the Mount command. If you have AmigaDos version 2 or 3, you will need to make sure that RAD: device has been copied from the Storage/DOSDrivers drawer to the Devs/DOSDrivers drawer and enter the command Mount rad: from the shell. Alternatively, double click on the RAD: icon in the Storage/DOSdrivers drawer.

The RAD: disk should be loaded, and appear on the Workbench. You'll need to format the RAD: like any other disk so enter:

```
format drive rad: name Rambo FFS
NOICONS QUICK
```

You can now treat the RAD: like a super-fast disk drive. You can even copy disks to it which can speed up mass duplications of PD software considerably. Workbench 2 and 3 systems are set-up so that RAD: is exactly the same size as a standard low-density floppy disk, but previous versions of Workbench will require delving into the Mountlist to make the necessary alterations.

Unlike RAM: RAD: can survive a Warm Reset (CTRL+AMIGA+AMIGA), and it is even theoretically possible to make the computer reboot from the RAD: if you can spare the memory imagine Workbench loading in seconds, not minutes! You'll have to make sure the RAD: disk is 'bootable' first, although the AmigaDOS INSTALL command won't like this. Instead you'll need to Diskcopy an already bootable floppy disk to RAD:



This complicated Workbench 3.0 display will give you an idea of where your device drivers are. In the Workbench drawer you'll find DEVS and STORAGE. The devices in the DEVS drawer, in this case only Pipe, will be automatically mounted at startup. To use the drivers in STORAGE, double-click on the icons. If you drag them into DEVS and reboot, they will automatically be mounted.

or use the Install utility which programs such as *Directory Opus* come with.

For a much easier life, find the Public Domain program *StatRam v3*, which works a lot better that the original RAD. It also is a dynamic memory device, in that rather then reserve a block of memory immediately, it changes size to accommodate what ever is stored in it. Highly recommended.

PCO:

Another special AmigaDOS v3 DOSDriver device lurking on the Workbench disks is PC0: As the name might suggest, PC0: will enable the Amiga to read and write IBM-PC clone disks. This is incredibly useful if you need to swop data to and from other computers, as practically all hardware will cope with PC format disks.

Once you start PC0: (in the same way that RAD: is started either by mounting it by hand, or clicking on the icon) you can pop PC disks into the Amiga's disk drive and read and write to them.

Unfortunately, the PC has an antiquated disk handling system, so remember to keep names to the form of eight characters, full stop, three characters or CrossDos will start to make its own names up.

If you are copy text files to or from a PC disk, you might find that they either come out double-spaced, or all on one line. The remedy to this problem is the CrossDos commodity which is supplied with the Workbench disks. Run it, and all should be well.

REDIRECTION

You might be wondering what the greater-than and less-than signs which appear in the examples are all about – so I'll tell you. Using these signs it is possible to redirect the output of command to another file or program. For example, let's pretend you want to list all the files on your floppy (with the DIR command) but instead of on-screen, you want the list to be in a file which you could then load into a word processor or send to a printer.

Instead of simply entering DIR, type the following:

```
dir > RAM:myfile
```

The contents of the directory will be placed in a specially created file called 'myfile' in the Ram disk. You can look at it by entering:

```
type RAM:myfile
```

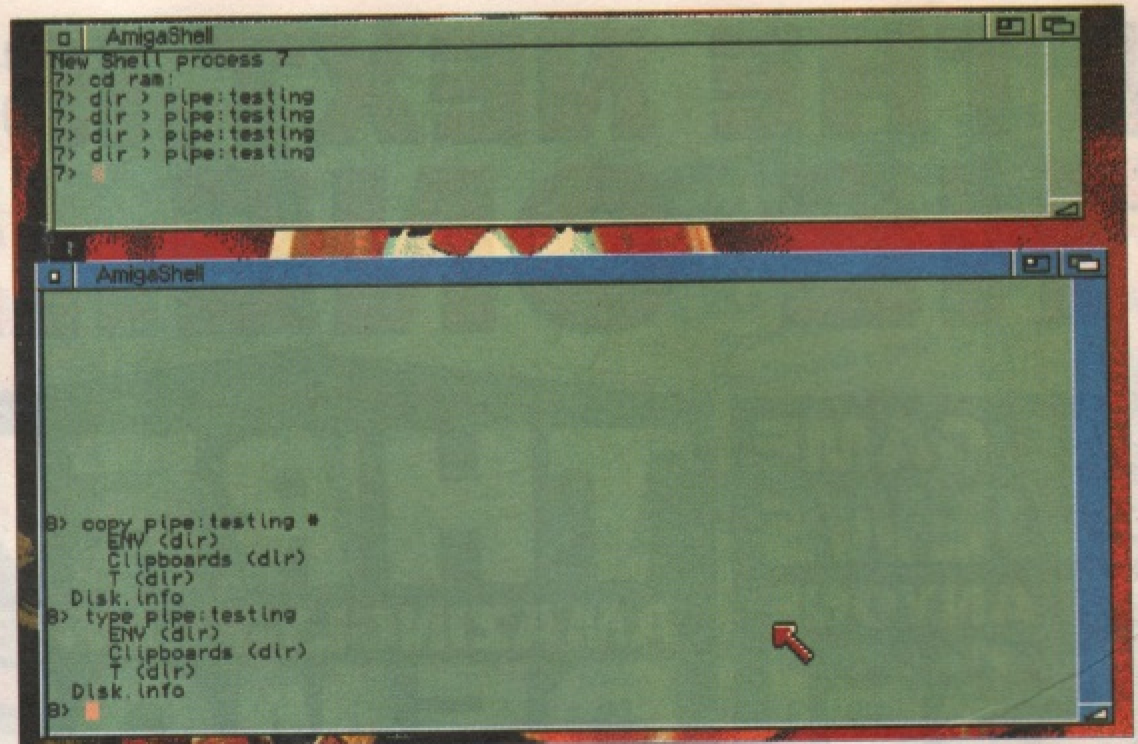
There is no reason for using the Ram disk other than it's a lot speedier than a floppy disk. You can also send data into a command using the redirection sign in the other direction, see the NIL: device example for more details.

PRINTING DEVICES

PAR: and PRT: are the two AmigaDOS devices which can be used to drive a printer normally connected to the parallel port. It turns out that PRT: which is the dedicated printer device will also work with the serial port as it depends solely on how you have set up your preferences using the Workbench preference programs.

Assuming that you are using the default case of a standard printer port, both PAR: and PRT: send data to the parallel port. The difference is that PRT: is specially designed for printers, and will use the selected printer driver to expand special control sequences, select fonts and produce graphics. Trying this with PAR: won't work.

Using PRT: it is easy to get a hard copy of anything which appears in a Shell window. Simply re-direct all output to the PRT: device, like this:



Not perhaps the most useful, but certainly a rather interesting device, the Pipe: allows data to be copied from one shell to another.

```
dir > PRT:
```
or
```
copy from s:startup-sequence to
PRT:
```

Times when you would actually use PAR: are few and far between, perhaps if you had some extra hardware connected to the parallel port it might be useful.

SERIAL DEVICES

There are also two devices which deal with the serial port, SER: and AUX: although they are rather different from their parallel counterparts.

Using the SER: device data can be sent to the serial port, but first it enters a special buffer held in memory. This means that data might not necessarily show up at the port immediately which can cause unexpected problems.

However, when communicating with other circuits connected via the serial port, SER: seems to work best: when we added a robot to the serial port in ages past (CU AMIGA, September to December 1993) the software supplied used the SER: port.

In contrast, the AUX: device isn't buffered and so the data sent and received appears immediately. AUX: can be quite fun, especially if you have another computer and a Null Modem cable. If you connect the computers with the serial port (switch off first!) and start a terminal (comms) programming running on the second, when you enter:

```
Newshell aux:
```

The second computer will be able to access the files on the first machine. This simple form of networking is described in more detail in the excellent *Bruce Smith book – Mastering AmigaDOS 2 Volume One.*

MISCELLANEOUS DEVICES

One of the most under-used AmigaDOS devices is the Pipe:. The reason is very simple – you probably won't need it.

Think of the Pipe as a temporary file held in Ram, which can be used to share data between different processes.

To see it in operation, open two Shells on the Workbench. In the first shell, enter:

```
dir > pipe:one
```
and in the other enter:
```
type pipe:one
```

Amazing, eh? Perhaps slightly more useful is the CON: or Console device. Try copying a text file to CON: like this:

```
copy s:user-startup con:
```

Remember that the 'From' and 'To' in the copy command are optional. You should see a window opening the contents whiz by. Try this as well:

```
copy s:user- startup con:plop
```

The window should now open to cover the entire workbench.

The NIL: device is more useful than it would at first appear. When you send data there, nothing happens. When you try and get input from it, there isn't any. How could this possibly be useful?

Sometimes, when you start a CLI program, either by typing only its name at the Shell, or typing RUN <program-name>, you'll see a window open. Sometimes the Shell will seem to lock up once the program has finished. Now this can prove to be more than a bit of a nuisance, especially if you are trying to run the program from your startup-sequence.

Instead, you should direct output and input to and from the NIL: device, like this:

```
run >NIL: <NIL: <program-name>
```

The program will then run, not opening any windows, and not locking the Shell.

The final device we'll look at is one which only non-WB3 owners will be able to use – the SPEAK: device. From WB3 onwards the Amiga's text-to-speech device was dropped from the distribution of Workbench, so this will not be relevant for A1200 or A4000 owners.

Other Amigans can have hours of family entertainment by redirecting text to the speech device, like so:

```
dir > SPEAK:
```

NEXT MONTH

Even more top hints and tips from our 'Master' of all that is Amiga.

IN THE NEXT ISSUE OF THE ONE...

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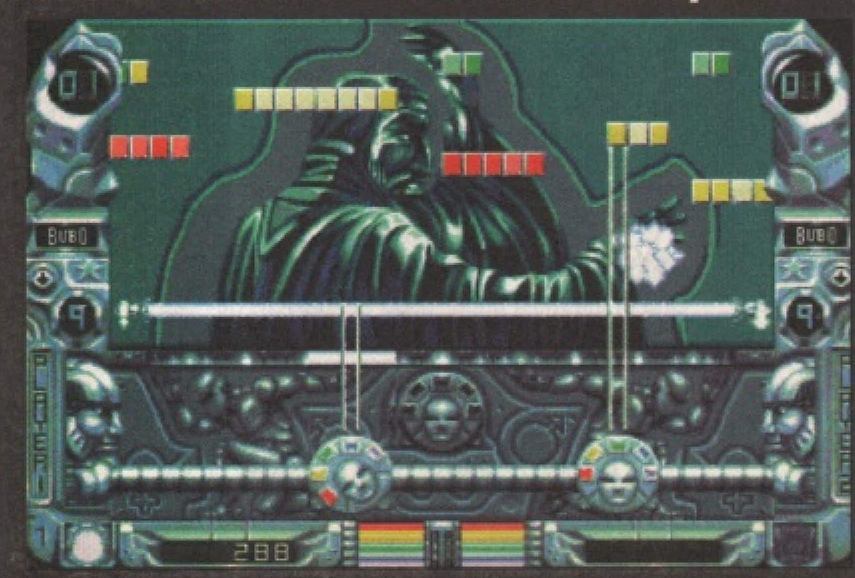


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LET'S GET ANIMATED

PART 2

From scissors to searchlights, Peter Lee offers some cutting and illuminating help on getting your animations moving in the top two art packages, *DeluxePaint* and *Brilliance*.

Both *DeluxePaint* and *Brilliance* offer a wide range of automatic tools. But there comes a time when you have to get your hands dirty, and manually control what's happening on screen. This is particularly true of eccentric movement — having brushes whizzing this way and that is pretty difficult using the bare horizontal and vertical controls offered by the programs' requesters.

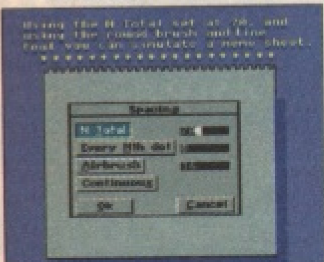
There will also be times when you will want to define your own anim-brush, and move that across the screen too. Once again it's unlikely that the software alone will let you achieve exactly what you want.

So in a nutshell, you have to control the drawing software, and not the other way around, to get exactly the kind of effect you need.

Our tutorials this month focus on hands-on animation; we'll be combining all the great techniques which make Amiga graphic software so special, and also be finding out how much difference our own input makes.

TUTORIAL 1

DPAINT: DRAWING ATTENTION

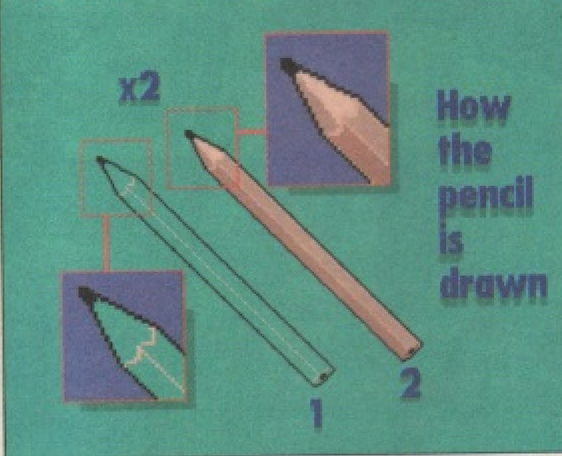


Make your sheet of paper look like it's been ripped out of a spiral-bound memo pad with this quick and easy dodge.

Object of effect — to have a pencil appear to write a message on a piece of notepaper Mode: 32 colour, low res. The beauty of this neat animation is twofold; it's quick to do, and you can accomplish it in low resolution with under 20 frames. Once you know how to achieve the effect of writing on screen, you can use it to create many variations of the same theme. Here's the basic technique:

We're ready to get things moving, now the text has been entered onto our master drawing screen.

1 Turn the background to mid-blue and clear the screen to that colour (right click the mouse button on your choice of blue, and left click on the Clr icon or press SHIFT/K). Draw out a white rectangle in the centre of the screen, about the size of our illustration. This will be our sheet of writing paper.



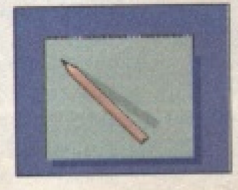
...but first, we need to draw a pencil. This is simply a matter of using the straight line tool, and realistic colouring. If you wanted, you could draw a paintbrush, or fountain pen.


Using the pencil as a brush, we start the sequence as if it had just written the letter H...

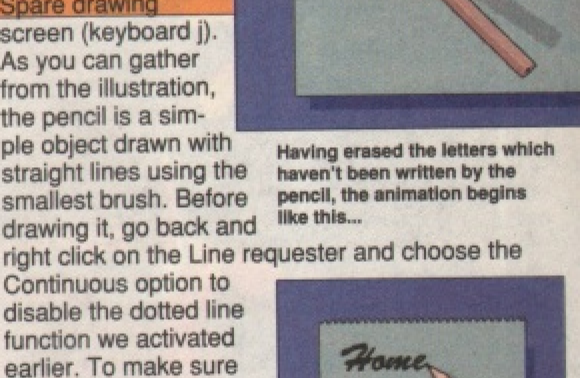
2 For an attractive memo-page look, you can easily create a 'just ripped' feeling to the top of the sheet. Here's how – right click the pointer on the straight line tool, and click on the Every nth dot value box which appears, entering 8 as the value. OK the requester, and select the medium-sized round brush, with the blue you chose as your background selected as the foreground colour. Using the straight line tool, draw out a row of 'holes' across the top of the grey rectangle so they give the appearance of a page pulled from a ring-bound memo pad. TIP - before drawing out the line, hold your finger on the SHIFT key to ensure a perfectly horizontal line.

...and over the next few frames move it along a few centimetres at a time across the words.

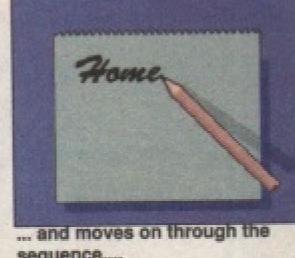
3 It's time to select your font, so right click on the text tool icon (The capital A), and select the font you'd like to use. I've used a script one to give an added appearance of writing, but the choice is yours. Type in your message. Our example would be of use as part of the title sequence for a home movie, but it could be anything relevant to you.

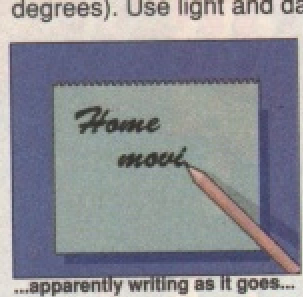
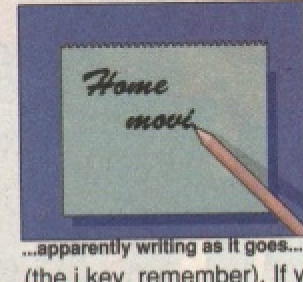

The shadow adds to the realism of the scene; because the pencil point is nearer to the paper than the end, you have to tilt the shadow like this.

4 Pull down the Anim menu, and select Frames/Set #. When the requester appears, type in the number of frames for the sequence, which in this example is 16. Your original drawing will be copied to every frame in the animation, which is where we'll leave it while we create the second key player, the pencil.


Having erased the letters which haven't been written by the pencil, the animation begins like this...

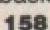
5 Switch to the Spare drawing screen (keyboard j). As you can gather from the illustration, the pencil is a simple object drawn with straight lines using the smallest brush. Before drawing it, go back and right click on the Line requester and choose the Continuous option to disable the dotted line function we activated earlier. To make sure the lines don't show the jagged edges associated with such a low resolution, try to follow the angle used for the pencil in our example (which is 45 degrees). Use light and dark browns to fill in the pencil sides and give it a solid feel. The sharpened point is a brown triangle with a black line for the lead, as you can see from the enlargement.


... and moves on through the sequence....



...apparently writing as it goes...

6 Cut out your pencil as a brush, and switch back to the animation (the j key, remember). If you are not on the first frame for any reason, go to it by pressing key 3 and entering 1 in the Go to requester. Clear the menus off the screen by pressing F10. Place your pencil manually with the point a little way in from the first few letters, and paint it on the screen with a left mouse click. Move to the next frame by pressing key 2, and position the pencil brush a little further along the letters, and paint it down.

...until as the final frame nears...





...it completes its journey with a flourish!

Continue this until you have placed it across all the words of the sentence; your last frame should coincide with the pencil's final position on the notepad after the last item you want to be 'drawn' in the animation.

In the case of our example, shown here, this is the curved line flourish.

7 Playing the sequence back will now show a pencil moving pointlessly across a sheet of paper with text already on it. To get the realism you need to carefully erase all the text on each frame which occurs after the pencil point. For instance, if your first frame shows the point at the end of the H on the first word, remove 'ome Movies'. You could usefully use the stencil to protect your drawing as you erase the unwanted text, but care will see the job done.

8 Once you reach the final frame, all the text should be intact, and once the frames are played back you should get a good impression of a moving pencil drawing out the text. But to add the professional touch, how about a shadow for the pencil? OK – let's do it.

9 Switch to your spare screen, and the pencil. Cut out the pencil, and select darkish mid-grey as the foreground colour. Press the F2 key, and the pencil retains its shape, but becomes solid colour. This is what we want, so switch back to frame one of the animation.

To convey the impression of a pencil whose point is nearer the paper than the chewing end, we can rotate the brush. So from the Brush pull down menu, select Rotate and Any angle. Rotate the brush about 10 degrees to the right.

For an exact measurement of the angle, switch on Co-ordinates from the Prefs pull-down menu first of all.

10 Adding the shadow now requires two small efforts on our part; from the Process menu turn Translucency on. This will halve the darkness of the pencil brush as we paint and create a realistic shadow. Now call up the Stencil requester (Effect/Stencil/make) and protect the original pencil colours. Once this is done you can paint down the shadow on screen 'under' the point without over-painting the pencil.

11 Move forward manually through the sequence, positioning the shadow in the right spot under the moving pencil. When you've finished, turn off the stencil and play back the animation. If things move too quickly, slow down the rate by pressing the left arrow key repeatedly until it plays realistically

IDEAS

Once you have mastered the trick, try using your own handwriting as the text. How about a paint brush actually 'painting' a picture on screen with a series of brush strokes?

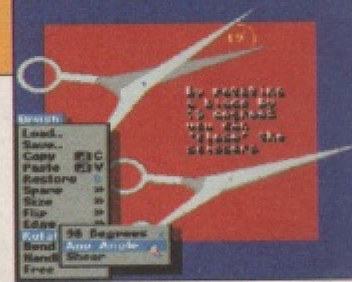
TUTORIAL 2

DPAINT:

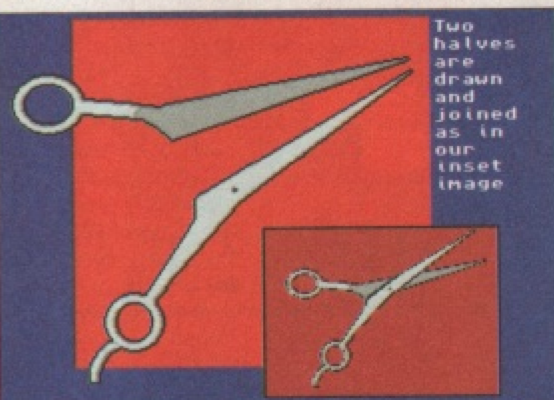
ALL CUT UP

Object of effect — To animate a pair of scissors across the screen, slicing through a picture which falls away.
Mode: 32 colour, low res.

Again, a simple enough animation which can form the basis of an extended project of greater depth and detail. But until then, here are the basics:



Creating the scissors is no easy task, but once you have drawn them open, you can use *Dpaint's* Rotate feature to swing one blade around into the closed position.



Here you can see how the scissors were created. Try to use a handy pair at home rather than copy this.

1 Drawing the scissors are the hardest part of the whole 15 frame animation. I've used hairdressing scissors because they were handy, and you can copy my example if you like. But for perfect results, you should really use your own home scissors as a model. To make life easier later on, look at the two blades as individual items, and draw them separately, as if the scissors were in the open position.

The text, ready and waiting to be sliced to ribbons!

2 Once each blade is drawn and saved to disk as a brush, you can cut the front blade out, and overlay it on the other to make the finished article. Switch to a blank spare page now, and create a two-frame animation (which of course has nothing on it yet).

Now copy your open scissors drawing onto the first frame, switch back to the spare screen and clear it.



The first cut is the deepest. The open/shut scissors animbrush moved diagonally from the bottom left.

3 Load in the back blade brush, and position it normally on screen. Now load in the front blade, which we need to rotate to make it appear as if it has closed. Activate the Brush/Rotate/any angle option from the pull-down menu, and manually rotate the brush. I found an angle of 19 degrees worked, but you will have to judge by trial and error when the rotated brush appears in the correct position relative to the back blade. You may also find you need to touch up the rotated blade, as straight lines tend to turn jaggly while doing this.

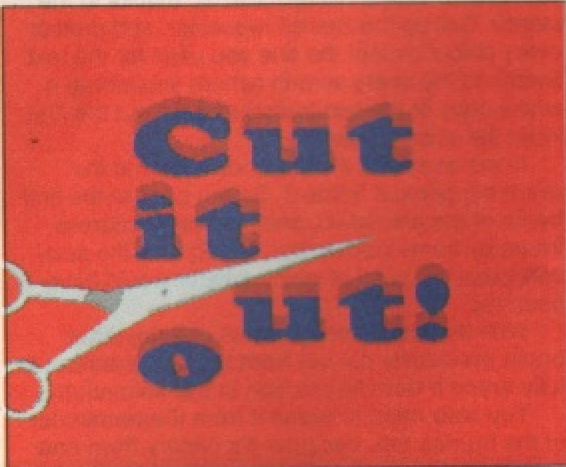
The second cut comes in from bottom right after the animbrush was flipped horizontally.

4 Position the new blade on top of the back one, cut out the finished item as a brush and switch to the animation frames. Carefully position your new brush relative to the existing picture of the open scissors, but don't paint it on screen yet. Press key 2 to advance to the second and still blank animation frame, THEN paste it down. If you play the animation now, you should see the two frames giving the appearance of a pair of scissors opening.



The final snip drops in from above after a vertical flip.

5 We need to save this sequence now, but not as an animation, as we shall be overlaying it on other screens, it needs to be turned into an animated brush — or Animbrush. To do this, from the Anim pull-down menu select Animbrush/Pick up, and you will see large cross-hairs on screen. It is important you don't miss out any part of either of our two drawings as you drag out a rectangle to encompass the image area we are going to be capturing. Picking up an Animbrush in this way allows *Dpaint* to automatically work through every frame and copy the areas of screen you have defined. In our case there are only two frames, but »



The letter 'o' has been 'cut', and begins to drop out of sight.

»



Now it's the turn of the 'ut!' Portion of the image. Notice how by now the 'o' has vanished.

it works on how ever many you have created. Save this Animbrush straight away, by using the Anim\Animbrush\Save menu option.

6 Now it's time for the text. Clear the decks for the main sequence first by pulling down the Anim/Frames/Delete Frames requester and selecting All frames. Your text can be anything you like, because the technique is the same – I just chose my text as a relevant example.

Use a text colour different from any you may have used for the scissors, as this will be a vital link in achieving the effect. Once you're happy with the text, Pull down the Anim\Frames\Set # requester, and enter 15. Your text will now be copied to every one of the new frames created. Copy the frame of text to your Spare screen for reference, we'll need it later.

7 If your Animbrush of the scissors is not already loaded in memory, load it now from the Anim/Animbrush menu. The beauty of Animbrushes is that they advance a cell (or frame) each time you paint one down.

We shall be painting the Animbrush down manually, so start at the bottom left corner of frame 1 and click the mouse button once; advance to the next frame by pressing key 2, and move your scissors brush to the right and up the screen a few inches before painting down the Animbrush again.

Repeat this for the first five frames, and try to have your scissors move across virtually the whole diagonal of the screen.

8 You can repeat this procedure twice more (or as many times as you wish), beginning at the next frame in the sequence. But to add variety, flip the Animbrush either horizontally or vertically (keyboard x or y) and have the scissors moving in the direction of the points. Again, move the Animbrush manually for five frames each time.



The 'ut' is on its way out leaving..

9 More manual labour now. We need to make it appear that the letters under the scissors fall down the screen. This is not too difficult, thanks to the stencil. Call up the Stencil requester, and protect every colour except the one you used for the text. Switch to the spare screen (where you stored a whole copy of the text frame) and cut out the first letter the scissors pass over.

In our example, it's the 'o' of 'out', and the event happens at frame 3. Switch back to the first frame of the animation, and manually progress frame by frame (remember, key 2) until the scissors pass the point at which a letter would have been cut.

10 With the stencil on, you can use the letter brush previously cut out from the spare screen to fully erase it from its position in the animation.

You also need to erase it from the remainder of the frames too, because it's history from now on.

11 Turn off the stencil, and using key 1 to step back a frame at a time, go back to the first frame where the letter has been cut (frame 3 in our example). Manually place your cut-out letter a little way down from where it should be, and paste it on screen. Advance a frame (key 2), and position it a little lower. Do this over the next three frames until the letter has almost vanished off screen.

12 Repeat this cycle: stencil, cut out appropriate letter from spare screen, erase letter on animation as scissors pass and on subsequent frames, paste letter falling down screen. Eventually your animation will have fewer letters on screen as it progresses. Take care not to overlap the falling letters on to frame 1 – this must remain intact; start your last letter falling four frames before the final frame, and make it disappear on the very last frame.



A fine pair of letters – CU!

IDEAS

Instead of text, you could have an actual picture on screen which could be snipped into falling pieces. To extend this, you could have one image 'uncover' another as it is sliced apart. TIP: you would need to use the Fix Background and stencil extensively for this.



Object of effect: to simulate a searchlight picking out and highlighting darkened objects.
Mode: 32 colour, low res.

Brilliance hides a lot of its power beneath the surface, and what this means to you is that you can create some really innovative effects very quickly. Take this searchlight beam effect for instance.



These are some of the control panels we'll be using in this tutorial. They are accessed from the main Toolbar menu, usually by right clicking on an icon. To make them disappear quickly, hit the Space bar.

1 For this example I created a portion of a wall. This is really just one brick-shaped red rectangle repeatedly pasted on screen in the way bricks would be laid. The mortar is a single-pixel grey line between each brick. I added a drop shadow to give a feeling of depth. This is done in exactly the same way as you would do it in *Dpaint* — namely pick up your object as a brush, right-click on the colour you want as the drop shadow, and right click your brush on screen, creating a silhouette of the brush in your selected colour. Now paint your original brush down on screen, offset slightly over the shadow.

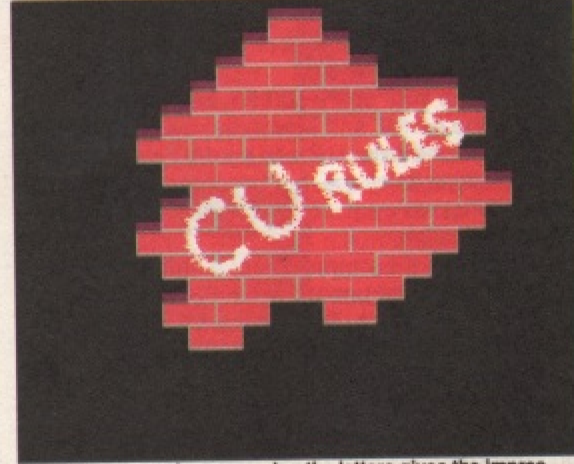
The portion of wall, complete with drop shadow, where some vandal is about to strike...

2 I wanted the text to appear as if it had been sprayed on the wall, and luckily *Brilliance* has an Airbrush mode of painting. Select it by clicking on the toolbar icon which looks like a can of spray-paint.

We need a fine spray, so you may have to alter the size of the 'nozzle'; to do this, right click on the spray icon, then click on the Size icon, and on screen make the circle smaller. Bring the flow slider to 80%. Select white as your paint colour, and draw your text on the wall.

Yep, the spray can's out and the deed is done.

3 To add authenticity I smeared some of the text, as if the paint had run and smudged into the brickwork. The Smear option is one of scores available from the Paint Mode requester, which is accessed either by pressing F4 or right clicking on the Draw Mode toolbar icon (which looks like a mess of colours).



Here you can see how smearing the letters gives the impression of running paint.

4 The bricks and text are in place, but how to achieve this clever effect ? Before creating any anim frames, we have to Fix the background. This will preserve our screen, no matter what we do to it later, but it will not affect any special effects we will be doing.

To Fix it, simply click on the Toolbar icon which looks like an open padlock, and the job's done.

5 We are going to darken the image now, so later we can brighten up patches of it with the light effect.

To do this, select black as your foreground colour and from the Draw Mode menu (see stage 3 to access) select Colorize, with 50% set in the Amount slider at the bottom of this requester.

6 Select filled rectangle from the drawing tools, and drag out a rectangle which covers your image, it will remain, but be darkened considerably.

7 Now's the time to create our animation frames, so call up the Animation menu by clicking on the Toolbar Animation tool (which looks like a movie camera).

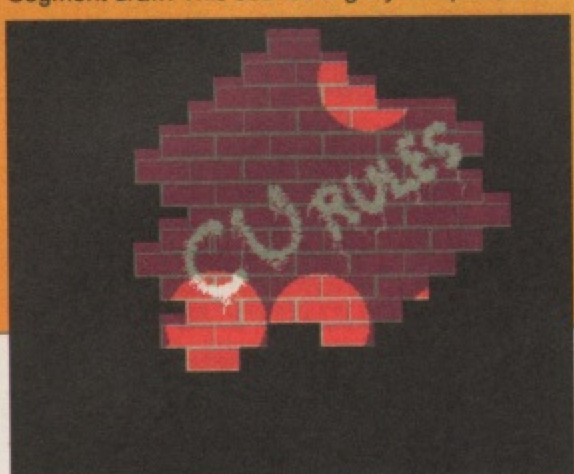
Click on the Set # box, and enter 15 as the total number of frames in the sequence.

Click on proceed, and our original drawing of the wall is now copied to 14 other frames, with the background fixed and colours darkened.

8 We need to make the searchlight now, so choose a blank area of the screen (or swop to the spare screen if you like) and draw out a filled circle in any colour,roughly about the size of a 10pence coin.

Cut this out as a brush, deleting it from the screen afterwards if you used an animation frame to draw it on.

9 To easily move the beam across the image, we will use a combination of Animpainting and Segment draw. This sounds slightly complex, but

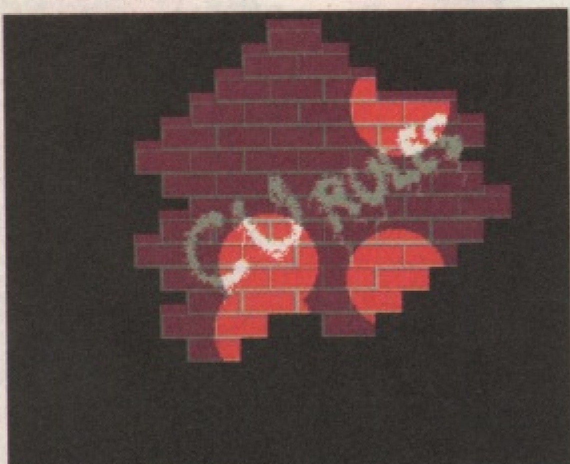


The drawing having been covered with black at a low transparency, everything is now dull – except where our circular brush erases the darkness and reveals the Fixed background.

in fact it's a piece of cake. Activate Segment draw by clicking on the Segment tool (a diagonal dotted line), and in the box for Points, enter 15. This will draw our brush 15 times no matter how long the line is we draw with it.

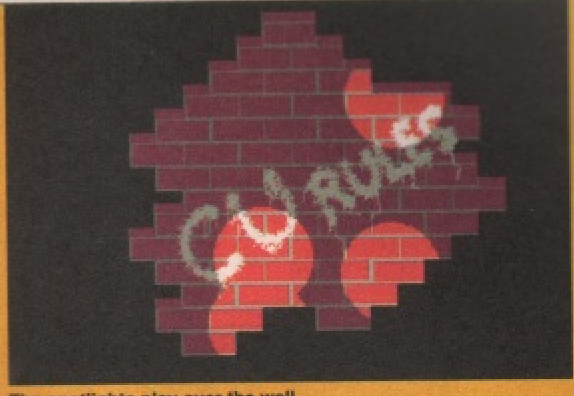
Next, select the straight line tool, and we're ready to animate.

10 I started the searchlight at the bottom left of the screen, and made it move diagonally right. Subsequent beams were placed at different starting points to move across the screen over the whole image. To animate, begin on frame one and keep your finger pressed on the Alt key (Next to the Amiga key to the left of the space bar). Using the right mouse button, drag out the line in the direction you want, and watch the path of the



The spotlights play over the wall...

beam being registered on screen. It will not paint until you release the mouse button, so when you're happy with the direction, let go of the button, and Brilliance will paint the circle over the image moving it throughout the 15 frames. But since we fixed

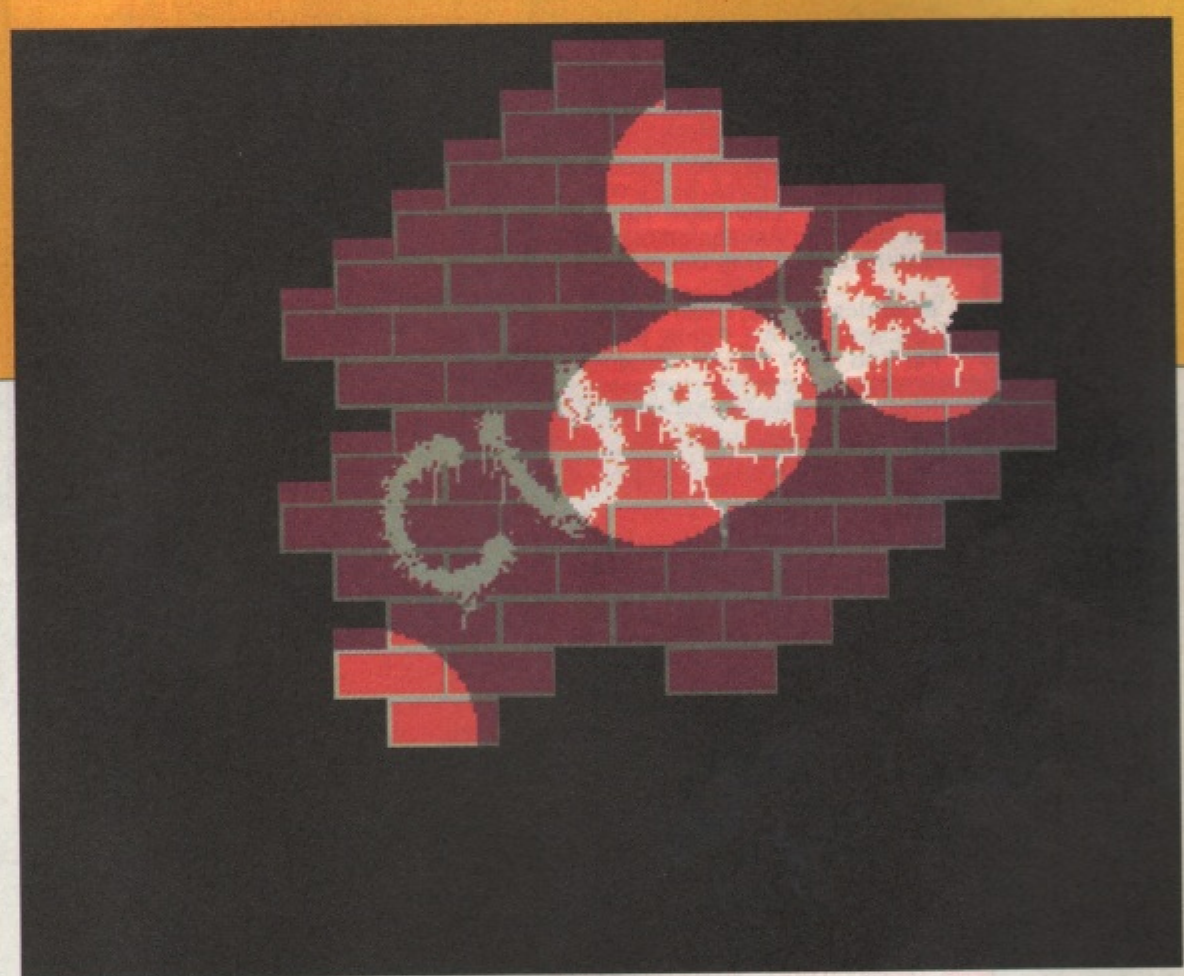


The spotlights play over the wall......

the background, it cuts through the dark image to reveal the clear, bright original underneath — hence the lighting effect.



Various spotlights.



...coming from all directions.

11 Repeat as many times as you like, and the animation is completed. Remember to unlock the background to free memory once you have finished. CU

The final touch - a line of text, if you like.



IDEAS

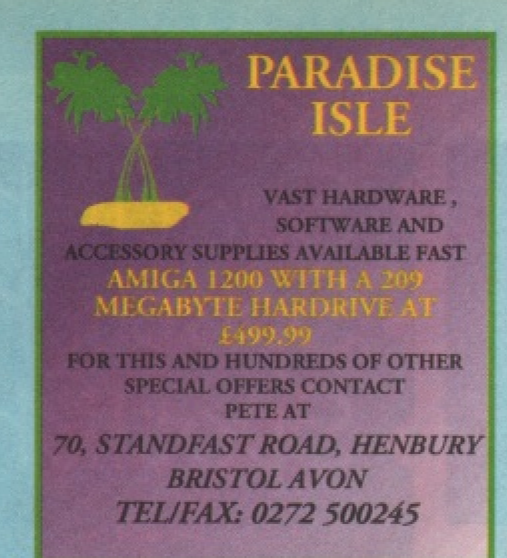
By increasing the darkness of the image, you can have an almost black screen whose main picture is invisible until a beam hits it, picking out letters as it goes, or a lighthouse or a car moving through the night. Picking out parts of the main image, looks good too.

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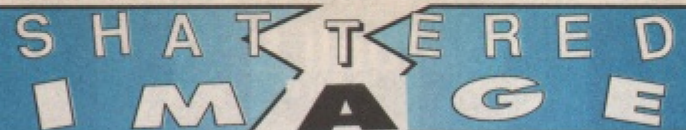
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COMMS

Are you terminally bored? Do you need some new data to put a spring in your step? Why not join John Kennedy as he netsurfs his way through cyberland?

The Internet seems to be where it is at these days. However, unlike a lot of other systems, the FidoNet network is remarkably cheap. It probably won't cost you a penny to use other than a local telephone call to your Boss. So the good news is, if you don't want or can't get Internet access, you can still send and receive Email messages from Fidonet via a system known as a Gateway and provided you address your Email properly, it's possible to communicate with anyone with an address in cyberspace

To send mail from the Internet to Fidonet, you must first construct a new address from the Fidonet address which looks like this:

User.Name@p{POINT}.f{NODE}.n{NET}z{ZONE}.fidonet.org

You substitute in the relevant Point, Node, Net and Zone. For example, my FidoNet address is 2:443/13.4 but you could send mail to me from any Internet mail system by addressing it to:

John.Kennedy@p4.f13.n443.z2.fidonet.org.

Sending mail from a FidoNet system to an Internet system is trickier. First of all you need the address of the Gateway system which links the networks together. The official UK gateway is 2:25/25, and the US gateway is 1:105/42.

To send an Email, send a standard FidoNet message like the following:

To: UUCP
Address : 2:25/25
Subject : CU AMIGA taught me all I know

And in the main message body, the first line should be:

To: <Internet address of person you are trying to reach>

When the netmail arrives at the gate, the program UUCP receives it, and remaps it to an internet message to the appropriate address before sending it on. For example, here's how you would send an Email to CU AMIGA's account on CIX:

To: UUCP
Address: 2:25/25
Subject: Hello CU AMIGA, I think you're the best Amiga magazine there is?
To: cuamiga@cix.compulink.co.uk
Hi there, I think CU AMIGA is great but why not have more Comms coverage?

The only proviso about using these systems is that there is a 8K limit placed on the amount of text you can send – that's roughly about 8,000 characters which means this method is not suitable for LISTSERV or subject threads sent by Email. Please also remember that you are using systems which run by dedicated volunteers, so don't abuse them.

Thanks to Colin Turner, sysop of The Heart of Gold (Modem number 0247 274919).

FIDO NEWS

Where have you been? Have you logged onto the Amiga_Mags echo? If not, why not? Ask your Sysop to get it so you can come on in and join the fun. By the time you read this there will have been an election for a new conference moderator, so who knows what will be going on – your favourite net reporter might even have been banned. Perhaps it's time for a dedicated CU AMIGA echo moderated by you-know-who, so get in touch and let me know what you think. Comments about my ears are not welcome.

ECHO UPDATE

AIRGUN

This FidoNet Computer Message Conference which is devoted to all facets of Airguns and Airgunning, has now crossed the Atlantic Ocean. AIRGUN originates from the AirPower Information Systems BBS.

To read or participate in the AIRGUN echo, log on to any FidoNet BBS and inquire of the sysop if he carries AIRGUN, as do several hundred other BBS systems. If your local BBS does not carry AIRGUN, ask your sysop to please do so. For more information, contact Jim Henry (USA) at 1:273/408 or Andy Taylor (UK) at 2:253/608.

AMOS_ECHO

Why not check out the AMOS echo (echo tag name 'AMOS_ECHO'), which is dedicated to AMOS and AMOS Professional programmers? It's on the backbone, so your local friendly Fidonet BBS should be able to get hold of it, but if all else fails (or even if it doesn't) Ross Thomas is willing to give anyone a feed (send him a netmail at 2:255/418 to sort it out).

DIPLOMACY

This Echo for those wishing to play the board game DIPLOMACY by Email, or for those who want to discuss similar multi-player board and table games. For more details, Email Greg Chapman, DIPLOMACY Echo Moderator (2:2504/100.6).

MAJOR_INCIDENT

A quiet but growing forum for the discussion of major emergencies. We already have contributors from the emergency and non-emergency statutory services. It's time we were joined by members of voluntary organisations involved in the response to major public emergencies. Available from: ASPECTS II Manchester 061-708-9330.

MUSICNET

MusicNet is a brand new network devoted to all aspects of all types of music. If you are interested in rock, country, jazz, classical, rap, blues, messages, files – anything to do with music then MusicNet is for you.

If you want to learn more about MusicNet and/or interested in joining in you can contact them through one of the following addresses:
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2:254/105.0@fidonet.org 51:502/0.0@atarinet.ftn
2.240/3.0@mercury

STOP PRESS

CompuServe, the worldwide commerical on-line information service, is upgrading its top access speed from 9,600 to a much more sensible 14,400. Popularity in CompuServe is exploding at the moment, with many Amiga companies (GVP, Impulse, Black Belt) having their own conferences.

We'll be back with more up-to-the-minute Comms news next month.

PLUG CORNER

Several people have been in touch to ask me to plug the following bulletin boards, so just for you here they are:

Name	Number	Comments
DARKSIDE BBS	081-683-3536	Totally Amiga Specific.
WALL ST. BBS	(0482) 589796 and (0482) 228391	Regular share reports.
HEART OF LOTHIAN BBS	0620-826004 sysop; Andrew Dowd.	General BBS with a heavy Amiga presence.
THE POWER STATION BBS.	0375-640507.	CDROM online information.

If you want your favourite board mentioned, or want a list of local places to call, or just want to make some comments: write or Email to Wired World. Thanks for all those that have been in touch this month.

Internet address: cuamiga@cix.compulink.co.uk
Internet address: johnk@infosys.demon.co.uk
Internet address: johnk@infosys2.thegap.com
Fido address: FidoNet 2:443/13.4
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Got a problem with your Amiga? Well, you've come to exactly the right place people.

The Q&A section of the magazine covers all your Amiga problems and gives good sound advice as well.



JOHN KENNEDY John knows everything there is to know about an Amiga. I'm surprised he can tear himself away from his trusted machine, every month, to answer these questions.



ANDY LEANING Andy too, is the Amiga's number one fan. What he doesn't know about the Amiga, could fit on a postage stamp.

CDTV LIVES ON



Unfortunately, I am a CDTV owner, and I would be grateful if you could answer the following questions for me:

1. Can I connect a SCSI hard drive to my CDTV? Also is there an internal drive available?

2. What RAM Expansion can I use with the CDTV? I have seen a 1Mb Super Agnus advertised in various magazine, what is this?

3. Is there an internal genlock available for CDTV? Will the GVP and Rocgen Genlock work with it?

4. What use is the memory card slot on the front of the CDTV?

5. Should I buy an A1200 instead?

Kenneth Ho, London.

Don't be ashamed of owning a CDTV, they are still the best finished and best looking Amigas ever made (although the new Amiga Tower system is a looker.)

1. Yes, you can. Indi advertised a SCSI drive for quite some time. The interface card fits inside the CDTV casing, with the hard drive fitting externally. I know of no CDTV hard drive which can fit totally inside. Unfortunately, there is no way to upgrade to *Workbench 2.04* as although the necessary ROMs have been made, they were only ever made available to developers. Boo, hiss.

2. CDTV RAM expansions are very difficult to come by, as there is no equivalent to the A500's trapdoor (the CDTV is very close to being an A500 in a black box).

The Super Agnus is an improved version of the Agnus custom chip, and by adding to it you can increase the chip ram from 1Mb to 2Mb. The Super Agnus expansion boards come with the extra memory in place. It's the only way I know of expanding the memory on the CDTV.

3. Yes, again Indi advertised just such a piece of kit. Apparently there is a button on the CDTV remote control especially to toggle it on and off to let CDTV graphics overlay the normal TV picture. It was ahead of its time.

4. Not a lot. It's a sort of early PCMCIA slot which was originally planned to allow games and other data to be stored temporarily.

5. Certainly. Go ahead and get an A1200 as they're great. But hang onto the CDTV because you can, via Parnet, access the many CD-ROMs of Public Domain software now available.

CD VS MEMORY



After waiting patiently since Christmas for the CD-ROM drive to appear, I was delighted when I read the May '94 issue of CU AMIGA, which broke the news that Commodore were soon to be releasing a CD-ROM drive for the A1200.

However, before the appearance of the CD1200 I took a trip to Gordon Harwood's to check out the Blizzard Board. Wonderful I thought, what a speed increase this board would make to my Amiga.

Now I can't make my mind up. I'd love to join the CD Revolution, but I also want the incredible speed of the Blizzard. Which should I go for?

Jamie Wilson, Sheffield.

You are not alone Jamie, many A1200 owners are in a quandary as to the best way to upgrade their computer. Which would be better: CD-ROM and CD32 compatibility, or extra memory and possibly a new processor too?

The Commodore CD1200 looks good, and it can't be denied that the ability to stick a 4Mb SIMM in the CD-ROM drive provides a reasonable degree of expansion. However, suddenly there is a new generation of add-on CD-ROM drives for the A1200, and they are making it look as though the third-party manufacturers have beaten Commodore at its own game.

Looking through the advertisements and listening to the grapevine, there are now several expansions which provide an A1200 CD-ROM interface connected via the PCMCIA slot, leaving the trapdoor free for memory or accelerators. Although these drives will work perfectly with the PD collections and PhotoCD disks, the big question is whether games will work, as there is no way the third-party companies can put an Akiko chip on the interface. Rumour has it that a new *Workbench* upgrade will emulate the chunky-planar conversion routines in software if the Akiko chip isn't present, but only time will tell.

However, as predicted in the April issue of CU AMIGA, at last A600 owners will be able to connect a CD-ROM drive to their computers.

CAN YOU HEAR ME?



I am a newcomer to computers, and I have recently purchased a Commodore A600 with RAM upgrade, Microvitec monitor and Screen Beat 3 Speakers. I bought CU AMIGA with Disk 80 (*Octamed 4)* which I loaded. Although the program runs, there is no sound. Could you please let me know where I have gone wrong?

B.C.Sharman, Ipswich.

First things first, check the connections. Are the speakers plugged in? They should be connected to the AUDIO L and R sockets at the back of the Amiga and also to their own power source.

The next thing to check is whether the Amiga is actually generating any sound at all. If you load a game or demo, are the sound effects present?

Assuming you can hear something at this point, reload *Octamed*. *Octamed* makes sound by replaying sampled musical instruments. It won't make a peep until you have loaded in a sample. Load in a sample using LOAD INSTR from the FILES MENU. Alternatively, load in an example song. Now depending which keys you press you will hear the sample replayed at different pitches. Remember though, the coloured bars will only be displayed if a sample is being replayed.

HARD GAMES



My daughter received a *Desktop Dynamite* pack for Christmas and we recently upgraded it with a 120Mb hard drive from Trilogic in Bradford (good value, great service). I then set about installing some software, and this is where I encounter problems:

1. *Indiana Jones and the Fate of Atlantis* will only run when the enhanced chip set has been selected from the boot menu.

2. *Indiana Jones and the Last Crusade* will only run when I disable the CPU caches from the boot menu. Is there any way that these two games can be made to run automatically from the hard drive without messing about with the boot menu?

Philip Blakemore, Winsford, Cheshire.

Well, at least look on the bright side, you have the option to disable the new features without opening the case and physically removing the new hardware. Blame the software companies for not following Commodore's rules.

I don't believe it is possible to switch to ECS mode after the Amiga has booted from disk, so unfortunately *Fate of Atlantis* will always need messing with the boot menu. *Last Crusade*, however, only needs the CPU caches switched off. Incidentally, the

cache is an area of high-speed memory built into the 68020 processor which speeds up some operations. Unfortunately, some badly-written software will fail when the code is held in the cache. The cache can be turned off from the boot menu, but also whilst the computer is running. The Shell command CPU will return data on the existing set-up, but try entering:

```
cpu nocache
```

There is a good chance this will solve *Indi*'s problems. You can then make a special script and attach it to an Icon with IconX to perform this command and then load *Indi* automatically. If you can hold out until next month's AmigaDOS Master Class this process will be covered in more depth.

WILD WEST



I have fitted a Western Digital 3.5 inch hard drive to my A1200. All is well except that the system is unable to mount the drive on start-up. This means the drive remains unrecognised until it is mounted manually by the shell.

Is the drive taking too long to spin up and therefore missing the chance of being recognised by the operating system? If so, can the startup-sequence be delayed in order to allow the drive to rev up? Or am I doing something daft with the jumper settings?

By the way, I have tried a separate power supply, but it was no good as rebooting still results in the drive shutting down momentarily.

Come on chaps, is there a solution, or do I have to boot from floppy from now on?

Kevin Lee, Plymouth, Devon.

Although the IDE disk interface fitted to the A1200 is a recognised standard, there are many variations. I've experimented with many, many drives and found exactly the same problems with drives manufactured by Connor and IBM.

Sometimes the drives would not boot straight away, but warm resetting (ie pressing the two Amiga keys and the Control key all at once) a few seconds later, often got them working.

Both the Connor and IBM drives displayed this annoying characteristic, whereas Seagates worked perfectly.

I solved the Connor drives by swapping the jumper setting that defined the drive as ICS or CAM. I have no idea what it meant, but the drive worked perfectly from then on and very quickly too: Connor drives seem to be the ones that worked the fastest.

The IBM drive was made to work by cutting pin 1 of the 44 way IDE ribbon cable, and you might like to try doing this on your system.

DOWNGRADING



I own an A500+ with an external floppy drive and some extra memory. I am going to upgrade to an A1200 with a 80Mb hard drive, but have been told by a computer store owner that you cannot buy a PC emulator board for the A1200, but you can for the A500.

Is this true, as I use *Windows* at work and would like to extend this use at home. Also, can you buy a disk stacker for the Amiga like we use at work on the PC?

David Watters, Wallsend, Tyne and Wear.

The A500 can indeed be downgraded to PC compatibility via the side expansion slot and it costs £99 from Silica Systems (081 309 1111). The catch is that you need to own a GVP HD8+ hard drive before you can do this.

Hardware emulation of the PC on an A1200 might be possible if the recent advertisements for the PCMCIA version of *Emplant* are anything to go by.

As soon as we get a review model, we'll let you know.

Disk stacker software is available for the Amiga from Power Computing, although you might like to try the public domain/shareware program *PowerPacker* first, as it achieves the same effect with a lot less hassle. *PowerPacker* compresses each program individually, whilst preserving the normal AmigaDOS disk structure. Other disk compression systems are available in the Public Domain — the Power Computing system is based on one.

Alternatively, why not get your office to use Amigas instead of PCs? Then they too would have the advantage of *Intuition* instead of *Windows*.

BASIC BLUES



I own an A500 and at school we have several IBM PCs.

1. I have heard rumours that BASIC programs on the PCs can be run using Amiga BASIC. If so, how could I go about doing this?

2. The PCs can load images saved as PCX files, and on the Amiga I have *Personal Paint* which can save in this format.

How can I get the pictures into the PCs?

Mark Olbison (aged 13) Pontefract, West Yorkshire.

As long as the programs you want to get working on the Amiga don't rely heavily on graphics, there won't be any problems. Your best bet would be to get *Hisoft BASIC 2* (reviewed July 1994 issue of CU Amiga). Any graphics would require some re-programming, as PC and Amiga graphics are completely different.

All you need to do is save the images to a disk which both the Amiga and the PCs can read. This is easy with an A1200 or A4000, as these computers come with a program called *CrossDos* which does this automatically..

However, as you have an A500 you'll need to track down a public domain program called *MessyDos*. With *MessyDos*, you can save your Amiga images to a floppy disk which can be read directly by the PCs. Format a double density floppy disk on the school computers first, as it can be difficult formatting a disk with *MessyDos*.

A4000 HELP



Having recently upgraded from an A500+ to an A4000/030, there are a few points I would like to clarify.

1. Exactly what is the point of the warranty seal on the A4000 which is designed to be opened to be internally expanded? Does this mean I can't open it for a year?

2. Would you recommend a video back-up system? I have used HDBackup but I have decided that 30 blank disks are too many, and I have a video recorder in my room.

3. Which programming language would you recommend? I have tried AMOS but didn't like it.

4. Will there be a CD32 compatible CD-ROM drive for the A4000? Also, is a second internal 1.76Mb floppy drive a good idea? My old external 800K floppy disk is starting to collapse, and it annoys me because it is called df2: not df1:

5. The A4000 is a big improvement on the A500 isn't it?

Paul Clark, Goxhill, Sth Humbs.

1. The seal on the A4000 doesn't mean you shouldn't open the casing, after all, how could you add more memory or some hard drives? I was told by Silica that it's there to make sure the dealer has performed no internal alterations, but you can safely ignore it.

2. The video back-up system works well – the only thing that stops me getting on is that fact that it is so slow. I usually back up to a spare IDE hard drive that I am lucky enough to have around. I have fitted a removable hard drive system to my A4000's bay which means I can swap hard drives very easily

3. Depends what sort of programs you want to write. *HiSoft Pascal* and some textbooks would be a good way to learn programming in general. Try C if you want to jump in at the deep end, and *Assembler* if you want to hear voices in your head and dream in op-codes. *Blitz Basic* is good for games as well as more serious applications, although it is very Amiga specific.

4. Commodore said there would be, but that was before their current 'problems'. The answer is now 'probably not for some time', so buying a Tandem controller and a Mitsumi CD-ROM drive is a good idea. Would you really use a second high density drive? Wouldn't the money be better spent on another 4Mb SIMM? Anyway, if your floppy drive gets really annoying, as long as there is a disk in df2: you can always enter the following:

```
assign df1: df2:
```

5. Yes, it sure is. I don't regret buying an A4000 for a second, even if it's a 68030 version and since Software Demon vanished I can't find a way of upgrading to a faster 60040. Yet!

BLITZ THIEF



I have been an *AMOS* programmer for over a year, and have recently moved over to *Blitz Basic*. Although it is a lot better than *AMOS*, there is no equivalent to *AMOS* memory banks which means all pictures, shapes and so on have to be stored on disk. This wouldn't be so bad but it means they're free for anybody to nick. How can I get around this?

Nathan Ferguson, Doncaster, South Yorkshire.

A good point. It's not fun to see the graphics you spent weeks designing appearing in someone else's code. The simplest way to hide your work is to store the graphic images in the form of DATA statements within your program. Then, at the start of the program set all the colours to black to disguise what is happening, display the graphics and grab them as shapes.

Getting the graphics into the DATA statements will require you to write a program which loads a shape, and sends it to a disk file »

» as a collection of ASCII pixels values preceded with DATA and separated with commas. You can then load this file into *Ted*, the *Blitz Editor* by disabling the Tokens. That should keep you busy for a day or two!

Alternatively, encode any data which must be stored on disk. The easiest way to do this is to go through it byte by byte and XOR it with a value from a text string of your choice. To decode it, the data is XORed again with the same string. You'll still need to write routines to load and save the data and process it, rather than loading and saving the shapes directly.

MISSING LINK



I have an A500, but I'm going to upgrade to an A1200 soon. I would like to link the two computers together so I can make use of the A500's extra memory and possibly its expansion bus.

However, I have a printer and don't want to keep disconnecting it. Could you tell me, is there a serial port version of ParNet?

David Rendall, Bridge of Don, Aberdeen.

Yes, there certainly is a version of ParNet which is functionally identical, except it links the computers via their serial ports. It's called SerNet, but you should be aware that it will run quite a bit slower than ParNet.

You should always realise that although using the expansion port of the A500 is possible (say, with a 99 Commodore CD-ROM drive) it isn't really possible to use the A500's memory.

Although the RAM: disk can be addressed as can any device, the system memory doesn't merge with the A1200's own memory, it is in no way a cheap and cheerful memory expansion.

MR. FLOPPY



I have recently bought an A1200 in favour of my old A500, but I still have the internal disk drive of the A500. I am wondering how I can connect this drive to the external floppy port of the A1200? Is it even possible?

Kenneth, Norway.

Sorry, Kenny, internal drives and external drives are rather different. The external drives have some extra electronics which you would need to cop, but it's not really worth the hassle. If you still have the A500, link it to the A1200 via ParNet and use the drive that way as a device called net:df0.

Keep a look out, as someone, somewhere is usually looking for a replacement internal drive to repair the one they spilt Diet Coke into, and you might be able to reach some sort of deal.

NON AGA



Being non-AGA, I like the thought of *Workbench 2.1*. Granted it will take up a lot my 20Mb hard drive as it is on five floppies, but I gather the manuals for the programs are excellent.

The question is, will the new ROM end up causing a lot of my existing software to fail?

R.C. Pavey, Totton, Southampton.

The *Workbench* software won't consume a great deal of space, as you won't need the contents of all five floppies. For example, you will only need one printer driver, not the entire disk full. Likewise, unless you are a DTP fan you won't need many fonts. On the other hand, your predicament serves as an excellent warning for those looking at small hard drives – save your pennies and get one that seems far too large. Aim for over 100Mb if possible.

Several older programs will not work with the new ROM, but the vast majority of programs will work fine. A ROM switcher is one solution, but you might be better with a PD degrager program such as *Relokick* which was given away with CU AMIGA.

USA HARDWARE



I have an A1200 (doesn't everybody) and I was intending to get a 1200CD drive (but no FMV) at £200. I thought I'd get a CD32 instead, but to connect it up to my 1200 I would have to buy an expansion module at £140.

No thanks — until Brian Fowler Computers brought out a connecter lead to connect the two without the expansion module.

But how would you load up Parnets bootable disk on the CD32 side of the link, because without the expansion module you can't have a disk drive, so you can't load up the Parnet bootable disk?

I'm going to America for my holidays and wondered if RAM boards or accelerators would work on my UK A1200?

If not, do you think US 72 pin SIMMS would work on UK Ram boards or accelerators.And would they be cheaper?

Gavin Lewis, Nottingham.

You are right in that software is required at both ends of the link between the A1200 and CD32, but it is not necessary to use a floppy disk with the CD32.

In order to get the necessary data into the CD32, you will need to get a CD-ROM,such as the CDPDIII produced by Almathera, which includes Workbench and the linking software on it. A great bit of clever thinking on Almathera's part, that. All American peripherals, with the exception of video equipment, should work fine. Memory might be cheaper, but check it with customs before you bring back several gigabytes.

WEDDING PLANS



I own an Amiga 500+ with a 200 MB hard drive, and while I was playing around with SCALA 500 HVT which was free on your cover disk (more of the same please) I decided to use this to make a video of my sister's wedding.

I already own a Sanyo VHR-335 VCR and a camcorder and I was wondering what other equipment I should obtain before I can start producing my own video.

I plan to use some music off a CD which has copyright free material on it, and I would like to use these on the video. I know I need a genlock of some sort, but I am stuck as to what sort I should get.

I don't want to spend too little or too much. Around £200 is my budget.

Richard Jones, Bristol.

If your budget could reach just a little further, I would recommend you get a GVP G-Lock. Although it costs £299, the video quality is excellent (composite or S-VHS), and as it includes an audio-mixer, not only will you be able to overlay your titles over the video footage, but you won't need to splash out for a separate mixer to dub on your backing music.

Failing that, both Rendale and RocTek make genlocks around the £150 pound mark, although you will need to purchase a separate mixer for the sound.

INSTALL PANIC



I have an Amiga 600 HD. I bought the machine two years ago by mail order. I wasn't supplied with a hard disk installing disk, so I borrowed one from my friend. Recently however, I erased all my programs from my hard disk. When I rang the company to send me a HD install disk they said it comes with the computer and they can't supply it now. I don't know what I should do next.

R. Sanikop, Preston.

Installing a Hard Drive is a two-part process. First of all you need to the Prep the drive to make it talk to the Amiga.This is done with a program such as *HDToolbox* (supplied with some A1200s and all A4000s) or *RDPrep*, which you can obtain from a PD Library such as 17 Bit Software – I got mine from the continuation CD-ROM.

After prepping, the disk can be AmigaDOS formatted, and now the second stage begins — copying all the Amiga *Workbench* over.

This isn't really as difficult as it sounds, as all you really need are all the files from your original Workbench disk — and any from the Extras drawers you think you might also need.

The easy way is to boot from floppy, use SHOW ALL FILES to highlight the contents of the *Workbench* disk and drag ALL the files over. You should be able to reset the computer,boot from the hard disk and carry on as normal.

GOOD OLD 1.3



Before you know it it's 2 am and at 6.30 I start a 13 hour shift driving a bus. Death wish or what? Until I can afford the 2.04 ROM, have you any ideas for some "informative and illuminating" literature to get the most out of my *1.3 Kickstart*. Nobody seems to advertise old stock in the literature department any more, and all the *Workbench* Tutorials seem to assume the reader has a 2.04 or better.

Robin Pacey, a bus.

The main reason why most books and magazines assume everyone has *Workbench 2.04* is because it is soooo much better than *1.3*, and therefore anyone who uses their Amiga for anything other than games should invest in an upgrade immediately

The *Bruce Smith AmigaDOS* guides always include reference to *Workbench 1.3*, including a full description of all commands and details on optimising the start-up sequence. If you're interested in using it, why not check them out?

NEXT MONTH

Well, that's it for another month. Please send queries into Andy and John's Q&A, CU AMIGA, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We regret that we cannot reply to letters personally.

CU AMIGA

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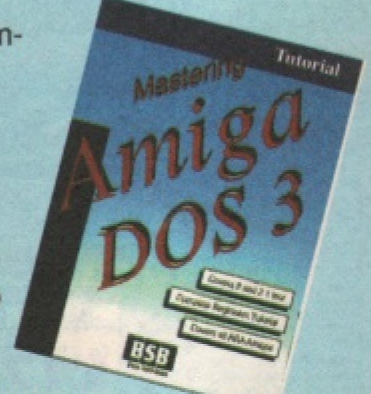
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SOUND LAB

This month, Darren Irvine has some *Music-X tips* to add a bit of *je ne sais quoi* to your sequencing.



SOUND LAB

If you're a *Music-X* user, you'll probably already know what an-easy-to-use program it is. It's one of the best Amiga sequencers available, letting you get straight into the business of recording individual sequences and stringing them together to make your finished song.

At first sight, however, *Music-X* appears to be a bit lacking in the special effects department, as it doesn't have any of the sequence-processing goodies associated with programs like *Bars&Pipes Professional*. On the other hand, just about any effect can be simulated, copied or downright stolen with just a little bit of effort, and here are just a few of the sneaky effects-techniques that I've accumulated over the years since I've been using *Music-X*.

ECHO BEACH

One of the easiest effects to simulate, but one that can produce great results, is echoing. This effect is usually produced by sticking the output of your synth, sound module etc. through a dedicated effects processor, but if you have enough polyphony available, there's no reason why you can't do the trick with MIDI. The effect works most effectively on sequences that contain notes that are spaced apart by at least a whole note length. The first step involves making two copies of the sequence that you want to echo. Highlight the original sequence and select Copy from the menu or press Amiga+C. The copy requester will appear, and it's simply a case of highlighting a free track where you want to copy to, and clicking on "OK".

Next, edit the first of the two copies and select "Scale Velocities" from the Modules menu. Scale the velocities of all the notes (click on the "All" button) to about 60% of their original values. Ensure you have semiquavers selected in the Grid requester (the ones marked "48" for 48 ppqn or pulses per quarter note) and press AMIGA+A to SELECT every note. Press the right cursor key three times to move every note three semiquavers to the right. If any of the notes have crossed the End of Sequence marker (the yellow dotted line), "Select" these notes only (first "UnMark"ing all the notes which are currently selected) and move them to the very start of the sequence. If you've got it right, you should have a slightly quieter version of the original sequence that is offset by three notes, but should sound the same when played back.

Now do the same thing to the second copy of the sequence, but this time scale the velocities to about 30% of the original value, and offset all the notes by six semiquavers. When you play back all three of these sequences, you'll have a great echoing effect that instantly brings dull riffs to life. You might like to try experimenting with amounts of velocity scaling used, and you could also try using offsets of four and eight semiquavers.

STUTTER RAP

Another impressive effect is the simulated mixing desk mute-button stutter. You can achieve this effect with clever use of the MIDI volume control change function. It works best on a dynamic synth patch that changes a good deal over time. The basic idea is to produce a sequence of long chords on a given MIDI channel and then send a series of MIDI volume changes over the same channel. Start by editing a blank play sequence, and move the End of Sequence marker to the length of the sequence you need.

Click on "Add" from the right-hand side of the screen, and then pick "Control Change" from the requester that appears. Select controller number seven by dragging the top slider from the group at the bottom right of the screen until it reads seven. Click on the edit window where you want a volume change to occur. The further up the screen, the louder the MIDI channel plays, and the further down, the quieter. A good starting point for this effect is to put a full volume control change at the start of every quarter note, and to put a zero volume change between these. Delete a few of the control changes at random, and it's probably a good idea to quantise everything nicely to eighth notes.

When you play back this sequence, along with the chords on the same MIDI channel, you'll get a series of short notes that change in timbre with time, as if you had played the normal long chords and then repeatedly pressed the mute button on your mixer. A bit of tinkering around with the timing of this effect produces some great results, just perfect for those three-hour ambient dub mixes.

IN THE MIX

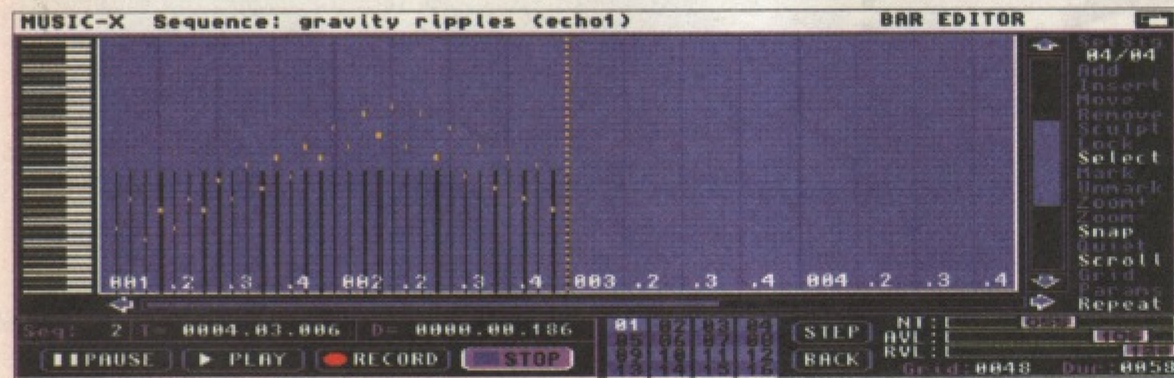
Another "interesting" effect (for interesting, read "extremely weird"), you can achieve, is to crossfade between two different synth patches playing the same riff. The first step is to record a nice repeating riff with plenty of short notes and maybe some pitch bends. Make a copy of this sequence.

Edit the original version and "Select" the first half of the sequence. Now use "Scale Velocities" to "Ramp up" the volumes of the notes by selecting a starting scale of 0 and an end scale of 100. Unmark these notes, and "Select" the second half of the sequence. Again using "Scale Velocities", but this time scale them down from a start of 100 to an end scale of 0.

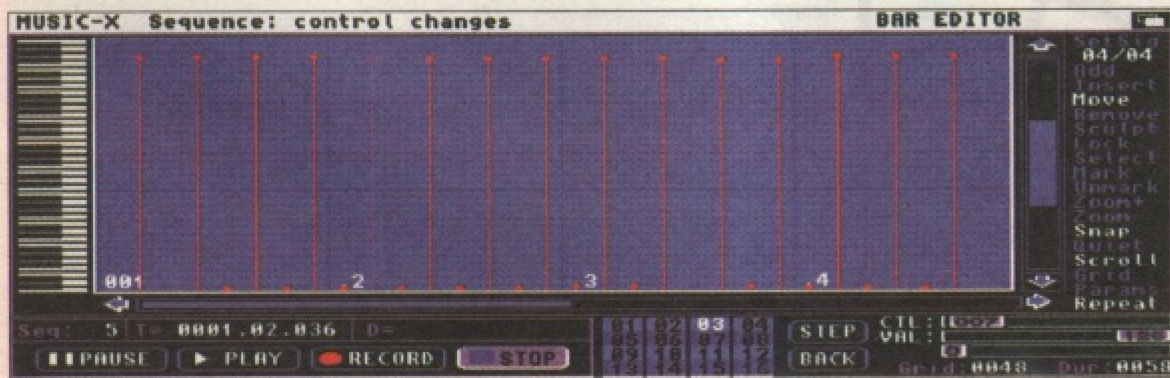
Save your changes, and edit the copy of the original sequence. Repeat, except this time scale the first half of the sequence down, and the second half up. Now "Select" all the notes (AMIGA+A) and click on one of the 16 MIDI channel buttons at the bottom of the screen, to play the sequence on a channel other than the original sequence. Now, depending on your choice of synth patch playing on the two MIDI channels in question, when you play them back, you'll get a riff that sort of cross-fades or morphs from one sound to another.

Using combinations of the above effects and others, you can compose some brilliant stuff using *Music-X*. We'll look at more sequencing weirdness another time, but for now, go and make noise. CU

A plinky plinky sequence just ripe for a bit of echo to be added...



...and the same sequence this time at 60% volume and rotated by three semiquavers.



A control change sequence that will produce a nice stuttering effect on MIDI channel 3.

BACKCHAT

Tony Dillon loves lively debates and interesting little chats, so he gets the prized job of reading what everyone out there thinks.

PLEASE PLEASE PLEASE

After reading the May 1994 issue and looking through the Art Gallery section, I suddenly thought, where do all the disks go when you have copied the picture file to your hard drive?

Now for the serious part of the letter. After reading the news section of your mag, I discovered that Commodore are bringing out a CD-ROM drive at last, but I have a few questions about the drive which are:

1. Will the new CD-ROM drive use the trapdoor expansion slot? If it uses the expansion slot and the CD-ROM drive has not got an expansion slot what is the point in buying the CD-ROM drive if it stops you from expanding your machine to its full capability? 2Mb these days is nothing.
2. How important is the FMV module, because I am thinking of buying a CD32 which I can connect up to my A1200 or a CD-ROM drive which will be cheaper?

David Hearne, Runcorn.

'When we've done with them,' what do you mean? We NEVER finish with the Art Gallery disks! I've lost count of the number of lunchtimes we've all spent sitting around monitors, looking over our art collection. In answer to your questions, yes it will use the trapdoor slot, but it will have room for extra memory. The FMV module is only important if you want to watch Video CDs, as it will be quite a while before any companies start releasing FMV-only games.

WE'RE SORRY, SO SORRY

While reading the May Issue, I noticed a picture of Captain Picard on page 32. Well firstly I would like to point out that in the picture there are only three pins on his collar when there should be four, and secondly they're on the wrong side! Please tell me, is this a deliberate mistake or is someone blind?

Wayne Thorore, Burnt Oak, Edgware.

Okay, we admit it, it's wrong! It's wrong! But it isn't our fault! It's a screenshot from an American game, so blame them, don't blame us!

FUTURE

I am writing to you because I am deeply worried about Commodore's future. With unsettling rumours about the Big Cs imminent demise rife in the press, I feel it's about time Commodore did something positive for its range of computers.

For years Commodore have been happy to churn out computer after computer, with limited hype, and let magazines like yours do all the advertising for them. First the 500+, then the 600, followed by the A1200 and so on. Each time, unless you were seriously interested in the Amiga scene, you could easily miss the fact that Commodore had released a new machine.

Commodore had a clean slate with the CD32 but sadly they didn't do a very good job of advertising the product. Okay, so they let potential software developers know that they were developing a CD-based console, but a month before its official release they were actually denying its existence to the press and public.

Admittedly, they was some advertising on TV at Christmas but when compared to SEGA's and Nintendo's offerings it was obvious what a ten-year-old kid would be influenced by.

I adopt the view that you have to spend money to make money. For too long Commodore have been happy to let the success or failure of their computers rest in the hands of third-party developers and software houses. Commodore should be out licensing major software houses like Capcom and Konami to design and release games for the CD32 platform.

If Commodore released a CD, in conjunction with Capcom, that had all three versions of *Streetfighter 2* on it, boasting arcade quality graphics, sound and no inch-thick black borders, backed with some TV advertising they would be on to a market winner.

Die hard Commodore fans might argue that *Body Blows* is vastly superior to *Streetfighter 2* so why spend money investing in it. I would answer *Streetfighter 2* has a far higher market profile (look what it did for Nintendo) and thus would be a bigger seller.

With the imminent release of the SEGA Saturn console, which will no doubt be backed by a multi-million advertising campaign, Commodore risk losing all the momentum they have built up. It would be a great shame to see a technically excellent machine lose out to an inferior competitor just because of the opposition's greater advertising budget.

I do not want to sound negative. Commodore's range of machines are superior to just about everything else on the market place. I just feel that if Commodore don't do something major, and soon, they risk being deserted by legions of disillusioned users and buried into the ground by the might of companies like SEGA and Nintendo.

Iain Hunter, Isle Of Skye.

Iain, your point has been taken on board and accepted, although I personally feel that *Streetfighter 2* isn't the right choice. The consoles have been built to do that kind of game and the Amiga hasn't. As for Commodore sponsoring a company to produce something really special for the CD32 – well, most console and computer manufacturers already do! I don't think there is much chance of Commodore being buried by console companies, as the market is now swinging back in favour of computers, finally clearing away the fad that was consoles. Hurrah!

INTERPLAY

This is the second letter I have had to write to a magazine and unfortunately the first to CU AMIGA for similar reasons. I have just read the review of our recently released product *Interplay* – a professional authoring system for producing CDTV and CD32 titles. I realised with disbelief, that your reviewer had little idea of what *Interplay* was and what market it was created for.

Authoring tools for multimedia fall into two categories in terms of how a title is created. There are the low level programming language/script based systems such as *Can Do* which are ideal for technically gifted people who want to squeeze every ounce out of the machine, and the high level point-and-click systems aimed at the rest of us – people who have communication, knowledge and creative skills and need an easy-to-use, yet powerful, production tool – the likes of *Scala, Helm* and *Interplay*. If we stop here it's easy to see why you

TEAM TALK

Yay, it's strategy day. The day when the entire CU AMIGA staff, including upper management, marketing people and anyone who likes to have a good time are invited to spend a day in a room in a pub without a phone. During the course of this sabbatical, CU AMIGA have to try and 'improve themselves', impossible as it may seem. Here are just some of the ideas that arose from that meeting.

ALAN DYKES



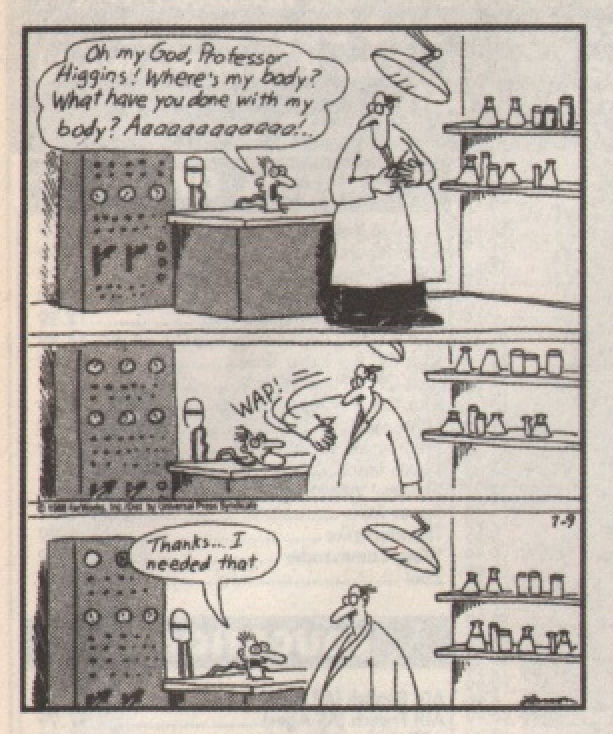
"Thicker paper! We have to have thicker paper! In fact, our paper needs to be so thick that the magazine has to have hinges! People will need to grab a handle on the front cover and pull it with all their might to get to the contents page," cried Alan when he was asked how to make the magazine better. Some felt that a magazine that readers would need a van to move around probably wasn't the best selling point in the world, but the marketing people are looking into it.

LISA COLLINS



"NO!", bellowed Lisa when asked if she would like a coffee or tea. "NO!" she yelled when asked if she had any more comments after she had ranted on for an hour about the changes she'd like to see in the magazine. "We should say NO!!! a lot more in the magazine, and defend our right to have our own opinion!" Lisa has just come off a people management/assertiveness training course, and therefore is asserting herself quite a lot at the moment. (NO! I'm not! Lisa)

THE FAR SIDE By GARY LARSON



could compare *Interplay* to *Scala, Helm* etc but read on.

Markets for multimedia range from consumer reference tiltles (our own *Insight* series) through educational and training titles to corporate and retail POS/POI uses. There are high-level tools for developing in these markets as outlined above and there is some cross-fertilisation between these tools, some have a presentation bias and some have a reference bias. *Interplay* is biased towards reference titles and uses the analogy of an electronic book for production purposes. These applications tend to be expensive to produce, and require some specifically different features to presentation biased productions.

The CD32 is a very limited operating environment and gives the following difficulties at its most simple level: limited amount of of memory, slow access and data transfer rates from CD, controller not mouse driven (requires different control mechanism), relatively slow processor and lack of expandability. All of this and yet the customer has very high expectations for high quality, high volume information access in the form of video, photos, pictures, animations, music, text, speech and sound effects. All high end multimedia authoring systems have been designed on the basis that if your application needs to work faster, have more or faster storage, and need more memory, you simply select or expand your Amiga to do the job. These are not options for the CD32 title developer – he has to work within the severe limitations of CD32.

Interplay is currently the only high end point-and-click authoring system which is suitable for use to create substantial commercial projects on CD32. It has been developed over 3-4 years and we have been working closely with beta testers working on their own titles over the last year to really make *Interplay* a professional product. Optonica have also used *Interplay* to produce Pandoras CD (we have many letters of recommendation from happy customers). *Insight :Technology* (ironically you gave this a 91% rating) and *Insight : Dinosaurs* (our new 670 Mb application produced in association with the Natural History Museum). *Interplay* is sold only to CD32 title developers – it cost over £100,000 to develop so the value to serious CD32 tiltle developers is far higher than the asking price. We thought long and hard about making *Interplay* commercial. Within the industry and outside in corporate circles, Optonica have a very good name for professional products and service, we urge you to look again at *Interplay* and if you don't have the CD expertise to evaluate the product, ask people who have, to find out their reaction. As always Optonica are more than willing to demonstrate *Interplay* to customers and if, after demonstration, our customers find *Interplay* unsuitable for their application, they are welcome to a refund.
Lee Gibson, Managing Director,Optonica Ltd.

You may be making a fair point Lee, we'll take another look at it then.

I WON'T SEE THIS...

I've decided to stop buying CU AMIGA until there is an issue which contains a disk with something that I would find useful. The soccer games were a bit naff compared to *Sensible Soccer, Premier Manager 2* etc, and *Videotracker* was rubbish. These types of programs have appeared so often on different magazines. On the subject of demo (animation creators) *Adorage* was a complete waste of space as *Amiga Format* had already given a version away. *Amiga Format*'s version may not have been as up to date, but for people who aren't interested in video titling and who haven't got a camcorder, it was a waste of money buying a mag with disks they could only use for formatting.

The cover price of £4, is a lot when the other mags around contain the same game demos or exclusive news (except for *Frontier 2* which I had already read about it on Teletext's Digitzer). Now that spreadsheets, databases, word processors, demo creators etc have been given away, stop trying to put full packages on when you could drop the price by 50p if you just had things which don't try to bribe people to buy the mag.
Rob Stone, Hassocks.

Rob, you don't have to buy the magazine if you don't want to. However, it is the best value place to get super programs like Videotracker (which you don't actually need a camcorder for) and OctaMED, plus try before you buy demos of the best games available. We do have a good record for getting our readers EXCLUSIVE demos, and intend to continue doing so.

LETTER OF THE MONTH

REVERSAL OF FORTUNE

"The Amiga is just a games machine that can word process." I'm sure many of us have heard this phrase during the time we have owned our favourite computer. The culprits are normally those immature PC types.

Although the Amiga is regarded as little more than a games machine by the uninformed, with recent software titles exploiting the Amiga's potential, it is clear that the future for Amiga owners is brighter than ever before. *Pagestream 3*, for example, will take the Amiga into new realms of desktop publishing. The title, as you already know, includes over 50 features that aren't even present in the forthcoming version 3.3 of *XPress* and hundreds more than any other desktop publishing packages on other platforms. *Pagestream 3* will firmly establish the Amiga as the leading desktop publishing system.

Another example of high standard Amiga software is *Real 3D*. Version 2.40 for example is simply the most powerful ray-tracer available. It is at least on par with Silicon Graphics programs costing thousands. According to Realsoft, version 3 is also being planned, and with this the Amiga will be far and away the leader of the ray tracing field. And let's not forget *ProVector 3, ADPro 2.5, TV Paint 2, Brilliance 2, Bars And Pipes Professional, Image FX 2, MorphPlus, Lightwave* and the up-and-coming *Final Writer 3*.

And another thing, what have most of these programs got in common? That's right, they adhere to Commodore's Workbench guidelines, and seeing as Workbench is the most powerful operating system available (easily outperforming Windows and System), these titles guarantee a versatile and user-friendly environment.

If we're being honest, it's clear that the tables have turned. PC owners have recently taken a huge interest (to describe it lightly) in *Doom* and similar titles. While the PC is becoming increasingly popular with the games fanatic, professionals and serious enthusiasts are realising the benefits of using the Amiga. I even know of many PC users who are switching to the Amiga. Basically, what I'm trying to say is that the PC is, in comparison with the Amiga, just a games machine that can word process.
Nathan White, Walsall.

Occasionally a letter comes in that makes everyone sit back and say: "Oh yes, that's right" and Nathan White has done it this month. If you look at the number of magazines out there for the PC now, there is a much larger leaning towards the games end of the market than ever before, which shows that the PC market is waking up more than ever to the world of fun, while the Amiga has more and more sophisticated professional tools by the day.

ANDY LEANING



"We could really do a lot with covermounts from now on", piped up our very own DIY expert, who was just about recovering from a fairly hectic birthday party. "Why do we have to go with boring old disks all the time? We could have far more fun and captivating gifts, like spanners and caps with propellers on the top! What's more, we could even brand them, just like the one's I've have!" We worry about him sometimes, we really do.

TONY DILLON



"The music section just isn't big enough", came the roar from the Dark Lord's throne. (Guess who wrote this?). The room turned to see the, lion-maned greek-god rise to his full height of six foot seven. "When was the last time I got into a free concert? What was the last album review I did? When did I last swan around with rock stars?" Everyone made a note to correct this flaw, and the King Of Darkness slinked away into the night to see one of his top model girlfriends.

TONY HORGAN



Tony Horgan didn't really have a lot to say on the magical strategy day, really. Well, actually he had lots to say, but no-one even knew he was there. Unfortunately, the truth has escaped. Tony Horgan is, in fact, only two foot tall (see the picture here for proof, or the 'Next Month' page in the last issue) and therefore was well below most people's aural threshold. At the end of the day, all he wanted was a couple of cushions to sit on and a stepladder, and to now be known as Tiny Horgan.

JOHN KENNEDY



Having the strategy day in the pub was a terrible idea, really. John arrived bright and early, way ahead of everyone else, claimed he was just going to 'see a man about a dog', and wasn't seen again. That is until someone heard a selection of choice phrases in a Bangor accent coming from the bar below the strategy meeting room. The bar was searched and sure enough, our stout technical consultant had fused to the pumps and become a 'stout' technical writer.

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CU AMIGA, IT'LL BLOW YOUR MIND!



A FUNNY OLD GAME

As the World Cup ends, Tony Horgan joins in the general football frenzy and muses on what footy sims might hold in the future.

So the World Cup is finally over. When England failed to qualify in 1978, I could take it – I couldn't remember us ever being in the World Cup, so it was an easier pill to swallow.

This time it was different. As if the shame of not qualifying wasn't enough in itself, the large Irish contingent of the CU AMIGA team just wouldn't stop gloating.

But it's all over now ... all over until the European Championships that is!

And even if England are the most crap football team on Earth, in two years time, we'll still be there by default as the hosts! Hoorah!

More relevantly to this magazine, these European Championships will trigger another explosion of football games, hopefully advancing the formula another few stages. If there's one type of computer game there can never be too many of, — it's footy games. It's brilliant, because each new game learns from its predecessors. Sure, you're always going to get your fair share of tripe whenever there's a rush of footy games, but for every one or two bad ones, there's always a goodun', and the goodun's are getting better all the time.

Here's my top five list of football game innovations so far:

TOP FIVE INNOVATIONS

1. **Diving goalies**
   Pioneered by *International Soccer* on the Commodore 64. Brilliant!
2. **Trackball controls**
   Tecmo's tabletop *World Cup* coin-op broke away from the eight-directional, single speed movement imposed by joysticks.
3. **Overhead viewpoint**
   Also first seen in *Tecmo's World Cup*.
4. **Aftertouch**
   Kick Off 2 introduced the ability to curve the ball.
5. **3D viewpoint**
   First used to good effect on the Amiga in *Striker*.

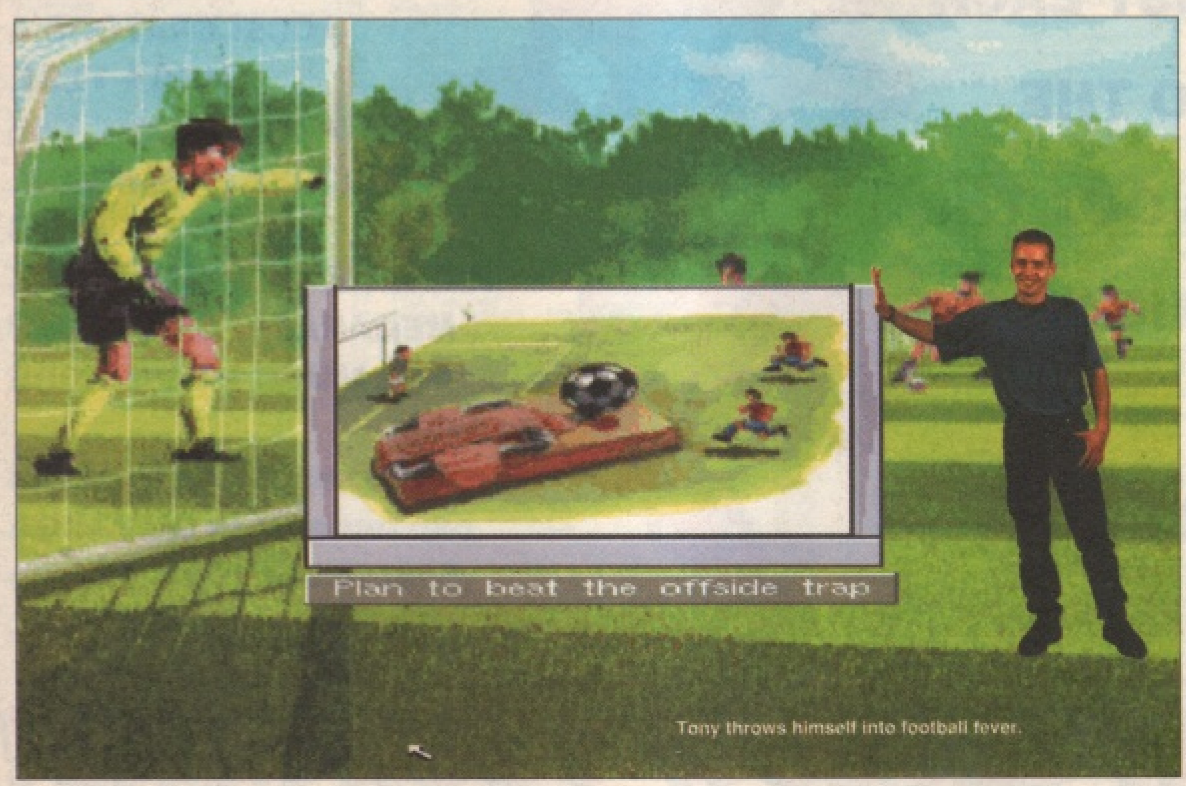
Now here's my top five list of innovations I predict for the next wave of footy games.

TOP FIVE PREDICTIONS

1. **Mouse-controlled players**
   A control system something like that of *Cannon Fodder*, which would allow full 360 degree movement, avoiding the same old straight or diagonal shots at goal.
2. **Intelligent player**
   When you pass, or take a free-kick, the player in the best position would run onto the ball, instead of running away or just standing there like a silly yellow lemon.
3. **Virtual football**
   Probably to be seen first on a PC, due to the machine's direct screen addressing that makes games like *Doom* and *Wolfenstein* possible.
4. ***Golf /Jimmy White's Snooker* style controls**
   A complex series of mouse clicks will be required for every kick of the ball, defining things such as boot elevation, leg swing, ball contact point, head position etc. This will of course fail disastrously to convey the majestic flow of a football match.
5. **Real John Motson commentary**
   Using sampled names and phrases spoken by the man himself, this will give you a running commentary on the game in progress. At moments of particular interest (such as imminent goals), the commentary will sidetrack and ramble on about how Nobby Stiles never wore his shirt untucked from his shorts, missing the incident completely. The voice of Trevor Brooking will encourage this.



Just watch that soccertastic action.



Tony throws himself into football fever.

AS I WAS SAYING...

So as you can see, the future's looking rosy for the old computer footy game.

Not only will you be able to control the players on the pitch, you'll also be able to feel the thump of the ball on your foot as you hit a 30 yard shot. A special computer-controlled suit will actually give you a groin strain, should you make a particularly rash tackle.

In fact, a whole range of injuries will be available for those who want that extra bit of realism — torn knee ligaments, twisted ankle, elbow in the face... the list goes on.

Then again, maybe we'll just see 101 variations on the *Kick Off* theme, with two hour-long 24-bit 3D intro sequences and a CD soundtrack. CU



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Stephen Bathgate
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AUI..."Sorry Rombo, but I'm not going to give it more than the 98% I gave the Vidi-Amiga 12; where would your incentive to produce yet a better machine go then ?

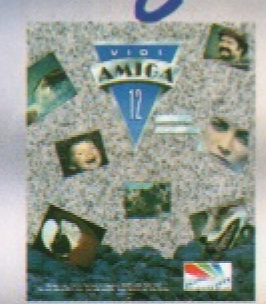
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JULY 1993

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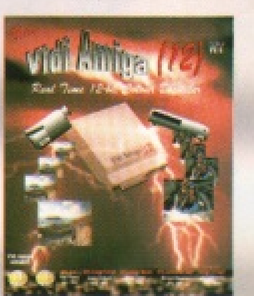
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JANUARY 1994

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AUI AWARDED 98%
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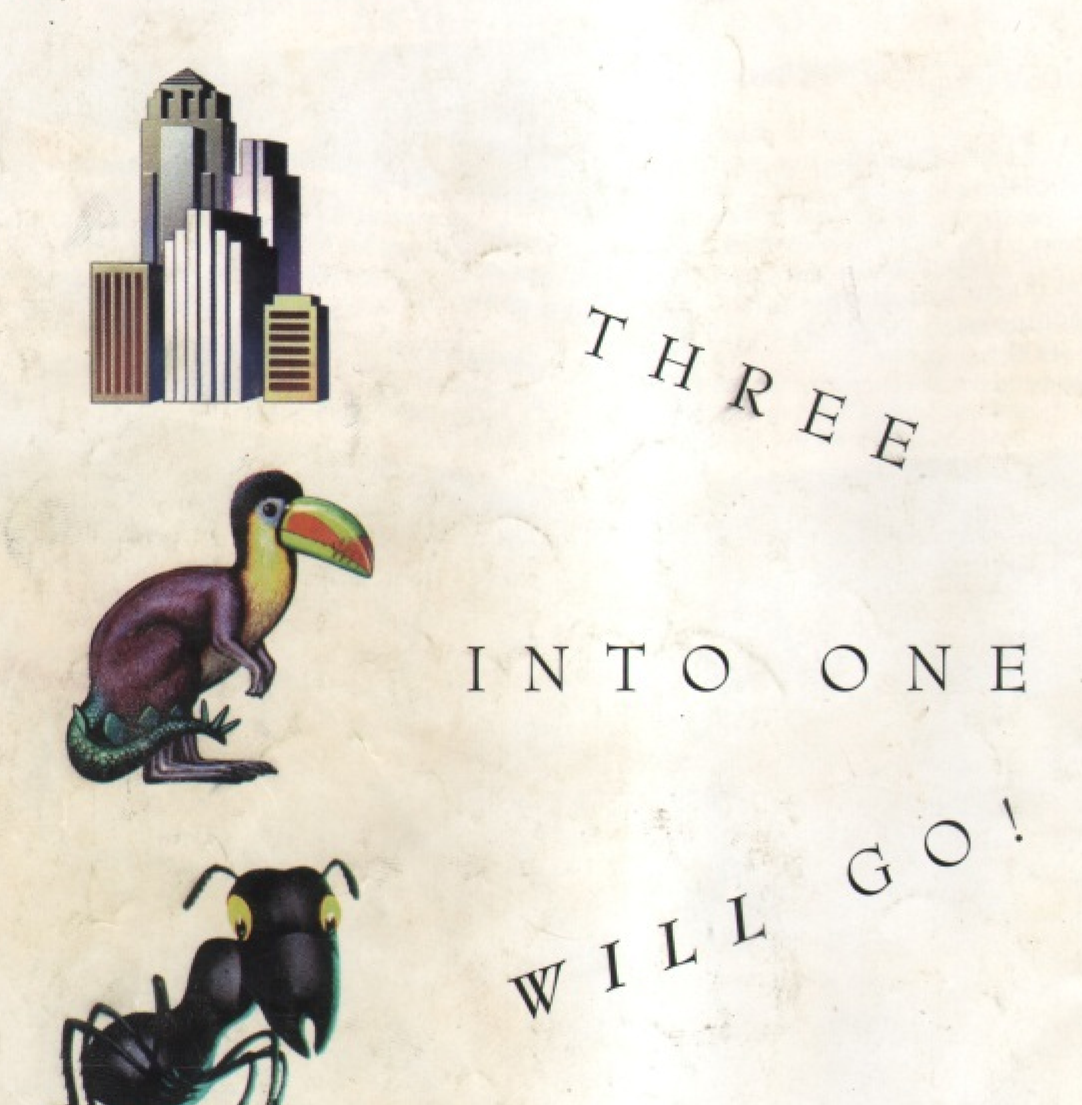


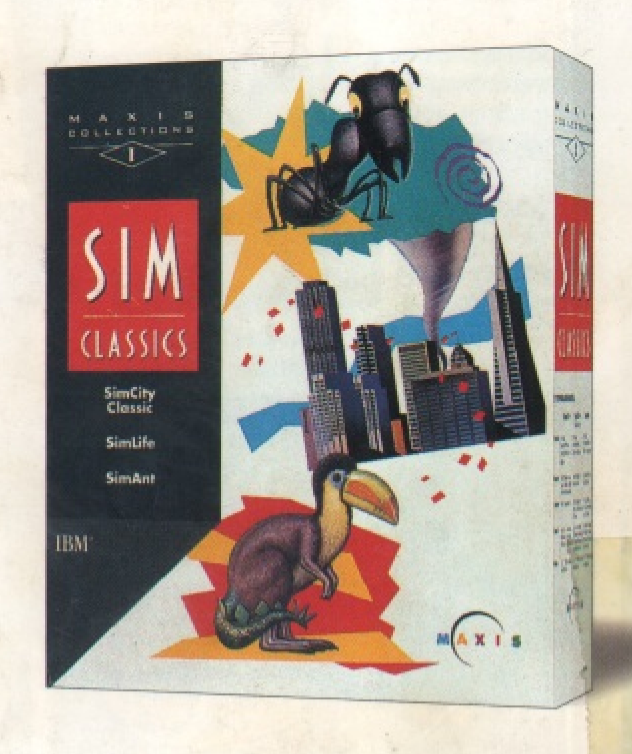
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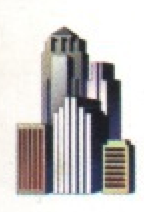
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These titles will also be available individually in September on the mid-price SimClassics label, along with A-Train and SimEarth. Maxis games always pack in the entertainment. With our three in one collection, we've never packed in more!















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